

**1993**  
**Houston Oilers**

**Buddy Ryan**

**4-3 / 4-6**

**Defense**

## PHILOSOPHY OF DEFENSE

Our defensive philosophy is simple. We will do anything and everything it takes to win, within the rules. We can only control what we do on our side of the ball, therefore, we will approach every game with the plan of winning the game with defense.

### To accomplish our plan, we must:

1. Score on defense
2. Create turnovers for our offense
3. Play great 3rd down defense
4. Control field position
5. And, stop our opponent in short yardage and goalline situations.

We will keep constant pressure on our opponent and their offense. Our multiple defensive scheme will hamper their ability to identify our intentions by giving them an everchanging picture on defense.

We will never be beaten physically because we have tremendous talent. Our only chance to be beaten is thru mental mistakes. Don't fall culprit to a lack of mental preparation.

**\* NO ONE WILL EVER OUT-HUSTLE OUR DEFENSIVE UNIT.** If you can't or won't bust your ass to the ball every snap, we will find someone that will. Big offensive plays are usually a result of a missed tackle with no one else around the ball carrier. On the other side of the coin, most turnovers are a result of gang-tackling and everyone stripping the ball. There is only one football and it is your responsibility to do whatever you have to do to hit the man who is carrying it.

**\* A quarterback has never completed a pass when he was flat on his back.** We must hit the QB hard and often. QB's are over-paid, over-rated, pompous bastards and must be punished. Great pass coverage is a direct result of a great pass rush, and a great pass rush is simply a relentless desire to get to the QB.

**\* Never miss an opportunity to punish the opponent.** We must dominate and intimidate the enemy. If the opponent is worried about you, he is not thinking about carrying out his offensive assignment. If you play aggressive, physical, and smart--you cannot be beaten.

**\* DEFENSE MUST BE A TEAM EFFORT.** Each man must know his individual assignment and responsibility and carry it out completely for us to function successfully as a defensive unit. Any breakdown in our defense can be traced to the failure of a man to carry out his individual responsibility.

Everyone must know the game plan and the tendencies of the opponent. The better you know your opponent, the better chance you have of defeating him

**\* YOU MUST BE IN GREAT PHYSICAL CONDITION TO PLAY GREAT DEFENSE.**  
The toughest assignment in football is to rush the passer and play pass coverage down after down. To do this for 4 quarters, you must be in great shape. Work hard on your physical conditioning. You must be able to think clearly when you are tired. Treat all injuries immediately, stretch extra if you require it, and keep your body weight at a point that enables you to function at your best capacity. A well-conditioned athlete does not get injured.

**\* If we are a smart, tough, well-conditioned defense--WE WILL WIN.**

### THREE TYPES OF DEFENSIVE PLAY

#### NORMAL

In our normal defenses, the purpose of the defense is to contain our opponent's running and passing game. In general, these defenses are delaying type defenses with great pursuit and gang tackling. We will make our opponent work for every yard and will never allow a long run or a long pass. Game situation will determine the use of this type of defense.

#### PENETRATING

In our penetrating defense the purpose of the defense is to force mistakes and throw our opponent for a loss and place great pressure on the passer. We will use penetrating type of defense a majority of the time in all positions on the field. The penetrating defense requires ability to read on the move. We must have great effort in getting into proper pursuit patterns. We feel, with the speed and ability of our team, we can achieve great success with these defenses.

#### PREVENT

Our prevent defense will generally be a Nickel prevent. This defense will be used late in the half or late in the game when we are ahead. The purpose is to delay the offensive team. Get up slow--prevent the big gainer run or pass. Be alert for trick plays, screens, draws, etc. We may also use the prevent in a long yardage situation after a big loss or a penalty.

### COMMON MISTAKES THAT WILL BEAT US

There are several ways to lose a game. The mental, physical, lack of effort and poor attitude type of mistakes will cause us to lose faster than any other way.

The team that makes fewest mistakes usually wins.

The following are acts that can be classified as mistakes:

1. Fumbles. Not recovering opponents fumbles.
2. Interceptions. Must make them when opportunity is there.
3. Missed assignments.
4. Missed blocks. Should be exploited.
5. Missed tackles.
6. Allowing a long run or pass.
7. Lack of alertness on blocked punts, F.G. and minimum effort on P.A.T.
8. Lack of all-out effort on special teams.
9. Slipping or falling down on defense.
10. Being out-hustled and out-fought.
11. Not studying football on and off the field.
12. Not being properly prepared for each game by your coaches.

The faster we eliminate the above, the sooner we reach our goal.

**WORLD CHAMPIONS!!!**

## RULES FOR SUCCESSFUL DEFENSE

1. Know down and distance to go.
2. Know position on the field and what opponents do from here.
3. Know opponent's best personnel in position and what to expect.
4. Know defensive game plan that includes possession, short yardage, long yardage, and what they do.
5. Must keep our poise whether ahead or behind in the last two minutes either before the half or at the end of the game. We must know our available time-outs and what to do when they are used up. This will be gone over in detail.

## 2 MINUTES TO PLAY

The last two minutes of the second and fourth quarters are the four most important minutes of a ball game. Championship teams win games during these vital remaining seconds.

Time outs should be saved for this time. We may want to take the time outs rather than the offense, depending on field position and score. The defensive captain must keep this in mind and check with the bench as to what we want. A team that handles itself without confusion and frustration during this short period of time should prevent a score.

The ball carrier thinks in terms of getting as many yards as possible and then getting out of bounds. Defensively, we must prevent this. If the offense needs three points rather than a Touchdown, we must keep in mind that our play may change also.

### TIMING SITUATIONS INVOLVING THE LAST TWO MINUTES OF EITHER HALF

#### 1. Clock starts on the following:

- a. Kickoff - when ball is legally touched.
- b. Change of Possession--Referee's whistle if previous play remained inbounds.

#### 2. Clock stops (and starts again on SNAP) on the following:

- a. Two-minute warning.
- b. Team timeout.
- c. Incomplete pass (QB may legally stop clock by throwing ball out of bounds so long as he is not attempting to prevent a loss of yardage.
- d. Runner goes out of bounds.
- e. Penalty.
- f. Obvious inability to hear team signals due to crowd noise.

#### 3. Clock stops (and starts again on REFEREES' WHISTLE) on the following:

- a. Change of possession.
- b. QB, as an intended passer, is downed behind L.O.S. (Referee will allow a reasonable time for players to assemble.
- c. Undue delay on pile-ups (official's judgment)
- d. Measurement for first down.

- e. Backward pass thrown out of bounds.
- f. Fair catch. Receiving team's Captain may then elect to attempt a field goal.
- g. Excess timeouts for injury.\* Fourth timeout - no penalty. Fifth timeout and beyond--five yard penalty.

\*\*\* If score is tied or team in possession is behind in score, Referee will run ten seconds. \*\*\*

**Special note:**

1. Referee will notify Head Coach and Captain when the third team timeout has been awarded.
2. Periods may be extended on fouls by defense or fouls by both teams on play of quarter.

Considering the above points, when ahead in the game, make every effort to keep the clock running, and when behind, make every effort to stop the clock.

1993 DEFENSIVE GOALS

1. PRESSURE AND TURNOVERS

A. QB SACKS	56 - TOTAL FOR SEASON 3.5 - AVERAGE PER GAME
B. QB HITS	160 - TOTAL FOR SEASON 10 - AVERAGE PER GAME
C. QB HURRIES	160 - TOTAL FOR SEASON 10 - AVERAGE PER GAME
D. INTERCEPTIONS	28 - TOTAL FOR SEASON 1.75 - AVERAGE PER GAME
E. RECOVERED FUMBLES	24 - TOTAL FOR SEASON 1.5 - AVERAGE PER GAME
F. TOTAL TURNOVERS	52 - TOTAL FOR SEASON 3.25 - AVERAGE PER GAME
G. DEFENSIVE SCORES	8 - TOTAL FOR SEASON 0.5 - AVERAGE PER GAME

2. REDUCE OPPONENTS ABILITY TO CONTROL THE BALL

A. RUSHING YARDAGE PER ATTEMPT	- 3.0 YDS
B. PASSING YARDAGE PER ATTEMPT	- 5.5 YDS
C. 3RD DOWN CONVERSION PERCENTAGE	- 30.0%
D. 4TH DOWN CONVERSION PERCENTAGE	- 30.0%

3. LIMIT OPPONENTS OVERALL OFFENSE

A. YARDS GAINED PER GAME	- 260 YDS/PER GAME
B. POINTS GIVEN UP	- 224 TOTAL FOR SEASON 14 AVERAGE PER GAME



## GENERAL INFORMATION

There is only one statistic in football that we will be judged on--WINNING. Nothing else matters. There will be 1 winner and 27 losers. You are here as a player and we are here as a coaching staff for one purpose, and one purpose only--to win. If your ultimate purpose for playing this game is anything other than winning, you will not survive or succeed.

Winning will not be easy. It will take a lot of physical punishment, mental preparation and alertness, discipline and a fearless attitude. We will, at times, be faced with adversity. The true character of a man is displayed by how he reacts to adversity. We will attack adversity head on and if your mission in life is to win, we will conquer and overcome any adverse obstacles that stand in our way.

The Houston Oilers are taking a journey to greatness, and the train is leaving now. If you have the courage and commitment to take the trip with us, get aboard. Just understand one thing. We are not stopping till we get there. So the decision is yours now. If you are truly committed to greatness, join us. If not, get the hell out of the way before you get hurt.

For the ones of you that choose to take the trip--Welcome Aboard.

## DEFENSIVE TERMINOLOGY

### FORMATION RECOGNITION:

1. "X" - Refers to the primary TE or (if no TE in the game) refers to the player in the TE location.
2. "Y" - Refers to the widest receiver on the weak side (exception - green formation).
3. "W" - Refers to the widest receiver on the strong side in a pro formation, or the inside receiver in a flop formation.
4. "3" - Refers to the fullback in a two-back set, and the remaining back in the backfield in a one-back set.
5. "2" - Refers to the halfback in a two-back set, or the 2nd back when removed from a two-back set. Also, refers to the 2nd TE or 3rd WR in a one-back set.

### MOVEMENT RECOGNITION:

1. DIVIDE - A term used to describe any movement in the direction away from the original TE position.
2. MOTION - A term used to describe any movement in the direction toward the original TE position.
3. SHORT DIVIDE - A term used to describe any movement in the direction away from the original TE position that "Breaks Off" short.
4. SHORT MOTION - A term used to describe any movement in the direction toward the original TE position that "Breaks Off" short.
5. DIVIDE/MOTION - A term used to describe any movement in the direction away from the original TE position and comes back in the direction toward the original TE position.
6. MOTION/DIVIDE - A term used to describe any movement in the direction toward the original TE position and comes back in the direction away from the original TE position.

POSITION DESCRIPTIONS:

A. DEFENSIVE LINE

LON - LEFT END  
LIN - LEFT TACKLE  
RIC - RIGHT TACKLE  
ROY - RIGHT END

\* OTHER DEFENSIVE LINE POSITIONS

NOSE TACKLE - DEFENSIVE TACKLE lined up head-up with the offensive center in the 34 Defense.

WILL - RIGHT DEFENSIVE END lined up on the weak side in the 34 Defense.

B. LINEBACKERS

SAM - STRONG-SIDE LB'ER  
MIKE - MIDDLE LB'ER  
WILL - WEAK-SIDE LB'ER

\* OTHER LINEBACKER POSITIONS

34 DEFENSE: SAM - LEFT LB'ER  
MIKE - MIDDLE LB'ER  
MO - RIGHT LB'ER

46 DEFENSE: JACK - LEFT LB'ER  
CHARLEY - RIGHT LB'ER  
MIKE - MIDDLE LB'ER

C. DEFENSIVE BACKS

LC - LEFT CORNER  
S/S - STRONG SAFETY  
W/S - WEAK SAFETY  
RC - RIGHT CORNER

## DEFENSIVE TERMINOLOGY

### MAN TO MAN TECHNIQUE:

Blitz-Technique - Hard inside technique used by defender. You must hold your inside position because the W/S is in coverage. There is no inside - post help. If you are on the LOS, you must put your hands on the Receiver!

Fist - Call and technique in which the defender plays inside and underneath the Receiver. (Inside-Trail). Inside position must be maintained as the defender has help deep and outside. Also refers to as seven (7) technique.

Fist-Slice - A technique where by the Receiver is forced outside away from the ball at the snap. The defender will cross over behind the Receiver and work to a position 3 yds outside and even with the Receiver. Defender has inside and deep help from the Safety. Upon any inside move by the Receiver, defender must get on top! Automatic technique when double coverage is required on the inside or #2 Receiver in a flop.

Slice - A double coverage technique used by the Corner and Safety on a Receiver. It is sometime referred to as a "bracket" where the Corner drives thru any outside break and the Safety drives thru any inside break. It is an automatic technique used inside the -20 yard line.

Thumbs - A double coverage technique where the Corner will open and go to Halfs coverage, utilizing a 2 to 1 read. Man to Man help is coming from inside out to the #1 Receiver. The Thumbs technique is widely used through the scheme and involves secondary as well as Linebackers. The defender who is "looking up" the #1 Receiver must close the width immediately and then assume inside trail technique any over or in breaking routes must be forced over the top of the defender. Your help is deep and outside!

Trail - Man-under technique used in all 2 deep variations. Defender works 1 yard inside and 1 yard behind the Receiver with eyes focused on the hips of the Receiver. You must maintain inside position of Receiver. Your help is deep and outside.

**Trap** - A step-up technique used by the Corner usually in 2-deep zone coverage. The intention is to pick off the hitch or short post. Can be used as a man to man technique.

**Frank** - A call that commits a defender to a Receiver. When a "Frank" call is made, there will be no exchange or Zebra made. You are locked-up one on one.

**"Zebra"** - Call between 2 defenders alerting for the potential for an exchange of coverage assignments between two eligible offensive players. **Example:** Sam and Mike have the TE and strong Back depending on the release of the two. If the TE releases inside and the Back releases outside, Sam takes back and Mike takes TE. Anytime two eligible offensive players are within 3 yds of each other and defenders are in man or blitz coverages, the potential for "Zebra" exists.

**3-Way** - An alert call in man to man coverage that alerts 3 defenders to be alert for play action strong. If play action occurs, the 3 defenders will sort out the action with Sam on 1st Back strong, Mike over-run the 1st crosser (pass off to Will and Mike would have the middle of the three). **Note:** "Zebra" involves the potential exchange of two Receivers. "3-Way" involves three eligible Backs or Receivers.

#### **COMBO COVERAGE TERMS:**

**Help** - A call made by Sam to Will which is relayed to the weak end in regular combo. The call is made when #3 strong is in the fullback position. If the fullback or #3 strong goes over the top weakside, the End will peel and Sam can free up!

**"Hit" Call** - A call from the S/S in 46 to the weak End which tells the End to hit or delay the weak back's release in order that the Mike can make his coverage from the strong side alignment. Usually applies in strongside "Combo" coverage.

**"2nd Back Call"** - In Combo coverages usually in a weak back formation. The Will backer makes a "2nd back call" to the End which tells him that he must peel and cover the 2nd back if he swings, if he steps weak and releases inside, the Sam will collapse and the End can rush. **C.P.** - Only if the back goes over the top does the End peel.

**"Me" Call** - A call from Mike to Will or the S/S in Combo coverages that tells the Will or S/S that Mike has the weak back and the Will or the S/S will play a thumbs technique under the weak-side receiver.

**"You" Call** - A call from Mike to Will or S/S that tells the Will or the S/S to take the weak back and the Mike will play thumbs technique under the weak-side receiver. "You" call should be used when the weak-side receiver has a split of (5) five yards or less.

**Swipe** - Can apply to any coverage defender where both defenders are playing thumbs techniques upon two receivers. The Corner usually has deep-half and both defenders are playing inside out. The defender responsible for the outside receiver should come off and stay with the #2 receiver if he runs a flat route under 5 yards.

## ZONES:

Bail-Out - Technique in which the Corner or Strong Safety will leave the line of scrimmage just prior to the snap from a Bump/Run alignment, maintaining outside leverage or position on Receiver. Must not be played by outside Corner if the #2 Receiver split is wide. Example: Flop

Divider - Equal distance between the side line and the painted numbers (#'s) on the field 7 yds from the side line. Refers to the widest drop in 3Z coverage.

Half - Coverage responsibility for the deep 1/2 of the field. Protecting both the fade route on the boundary as well as the seam or vertical push by #2 or #3 Receiver. A two-to one read must be utilized by defender.

Hash - A land mark on the field for zone drop purposes, designated by the pro hash marks. When working to the strong or weak hash, you must set up 2 yards outside the hash incorporating your key and read.

Hash-Crosser - The technique and responsibility of the strong hash player in "3Z" coverage. Usually the Mike position in regular down and distance situations. The drop requires the defender to open strongside (3 Receiver side) thru the strong hash and pick up any Receiver attempting to cross the field from the LOS to 15 yds deep. Make the Receiver play over the top of you and carry him man to man. If no crosser shows, continue to get your depth on the strong hash.

Numbers (#'s) - Landmark on the field for the purpose of zone drops. Identified by the painted numbers on the field. The numbers are 14 yds. from the sideline.

Zip - A call made to the weak End by a Linebacker position which tells the End that he has the Back in coverage if the weak Back blocks, swings or checks and then releases. If one of these three things occur, the Linebacker will release and look up the outside Receiver using the Thumbs technique. If the Back releases hot into the pattern, the Linebacker assumes coverage on the Back and the End rolls off. A Zip call is always related to "3Z" coverage regardless of front called.

Zip-Go - Also relates to "3Z" coverage. A call to the weak End by the Linebacker position, telling the End that he has the Back in coverage if he releases. However, the call is only made when there is no weak Back present. When the Back is in the FB position, the proper call is "Zip-Go", rather than Zip. Upon the pass read, the backer looks up the weakside Receiver (Y) immediately.

2 to 1 Read - The read by the Corner or Safety as he drops to 1/3's or 1/2's coverage. If #2 is threatening deep, the defender must keep working for depth on top. If #2 is not threatening, then defender can squeeze and focus on #1 Receiver.

"2nd Man Thru" - Applies to zone coverages if #2 receiver to either side runs flat and up or wheel route. The widest area dropping must carry him up the side line. Don't let him cross your face. C.P. The Corner is squeezing #1 in the zone and is not responsible 2nd man thru!!

## **BLITZ:**

**Blitz-Technique** - Hard inside technique used by defender. You must hold your inside position because the W/S is in coverage. There is no inside - post help. If you are on the LOS, you must put your hands on the Receiver!

**Cowboy** - A call made by a Lber or DB to the End which tells him to take an inside charge - (B-Gap) because the player making the call is rushing outside and has pass or run contain.

**Indian** - A call made by the Lber or DB to the End which tells him to take an outside rush charge. The End has run and pass contain and the defender making the call will come underneath and rush the (B) gap.

**Outside Call** - A call made from a blitzer to the blitz-side and tackle which triggers TE stunt or tackle twist by the tackle and End. The blitzing defender will blitz usually off of an inside Receiver's alignment on the snap. The blitzer is responsible for run and pass contain.

**Shoot Call** - A call made by a blitzer to the blitz-side end and tackle which tells the tackle to take an inside charge and the End to rush upfield and contain. In all Shoot calls, the blitzer will hit the B gap (Guard/Tackle).

## **FORCE CALLS:**

**Blue** - (1) Strong back formation. (2) Refers to Force call regarding contain and reverse responsibility. "Blue" Force tells the outside backers to keep leverage on the ball and contain the ball carrier so the Safeties are playing the ball inside out.

**Cora** - Outside contain/force and reverse responsibility. (Corner Force). A rotation by the Corner to the flat or divider.

**Sally** - Refers to force and contain responsibility by a Safety, usually the S/S in a 7-man front. A Sally force defender must squeeze the ball carrier with outside-in leverage.

## **OTHER:**

**Flood** (Weak) - Action by Backs where they both release into weakside pattern away from TE.

**Flow** (Strong) - Action by Backs where they both release into strongside pattern towards the TE.

**Jayhawk** - (1) 2 TE formation with the TE's balanced. Strength is to your left unless otherwise specified.

**Jayhawk Adjustment** - Adjustment in the 46 alignment for one back get or motion to one back set. Mike backer slides to weak tackle replacing the S/S who makes all adjustments by formation or motion. Charlie slides back to strong tackle and replaced the Mike. (C.P. - Mike and Charlie as you slide to your new alignment, your eyes must go immediately to the offensive tackle for your run or pass key!).

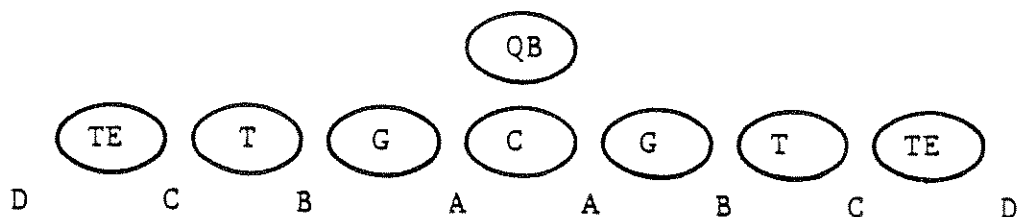
**Slide** - A seven man front adjustment usually done for the Over front. Because of coverage in the secondary, the Sam backer must cover the #2 Receiver on the strong side. In a Slide call, Sam covers #2 or lines up outside the End 2 yds wide. Mike stacks on the Nose and Will stacks behind the weakside End. In a Slide adjustment, the weakside End must move the outside eye of the Tackle and contain the ball. Back motion weak will force all three backers to slide back to their original Over alignment.

**Train** - A call communicated between Jack and the weak End in the 46. It implies blitz-pickup on the remaining back. When Jack's pass responsibility is the Back in the FB position, he needs help if the Back releases weakside. A Train call divides the pass responsibility of the remaining Back between Jack and the weak End. **Example:** If the Back releases weakside, the End peels and Jack is on the QB!!

**Walk** - Alignment by Sam, Will, or Jack in the 46, where you would end up 3-5 yds wide and 3 yds off the ball. Still in a position to contain but also in a position to move quicker to coverage.



### GAP DESIGNATIONS



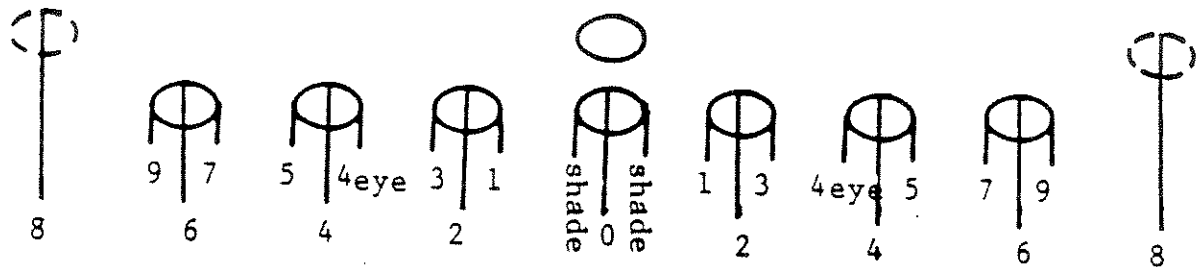
A GAP - The area between the Offensive Center and Guard.

B GAP - The area between the Offensive Guard and Tackle.

C GAP - The area between the Offensive Tackle and Tight End.

D GAP - The area outside the Tight End.

## ALIGNMENTS



"0" TECHNIQUE: HEAD UP WITH THE OFFENSIVE CENTER

"STRONG SHADE" TECHNIQUE: INSIDE FOOT TO CROTCH OF THE OFFENSIVE CENTER TO THE STRONG SIDE

"WEAK SHADE" TECHNIQUE: INSIDE FOOT TO CROTCH OF THE OFFENSIVE CENTER TO THE WEAK SIDE

"1" TECHNIQUE: OUTSIDE FOOT TO CROTCH OF THE OFFENSIVE GUARD

"2" TECHNIQUE: HEAD UP WITH THE OFFENSIVE GUARD

"3" TECHNIQUE: INSIDE FOOT TO CROTCH OF THE OFFENSIVE GUARD

"4eye" TECHNIQUE: OUTSIDE FOOT TO CROTCH OF THE OFFENSIVE TACKLE

"4" TECHNIQUE: HEAD UP WITH THE OFFENSIVE TACKLE

"5" TECHNIQUE: INSIDE FOOT TO CROTCH OF THE OFFENSIVE TACKLE

"7" TECHNIQUE: OUTSIDE FOOT TO CROTCH OF THE TIGHT END

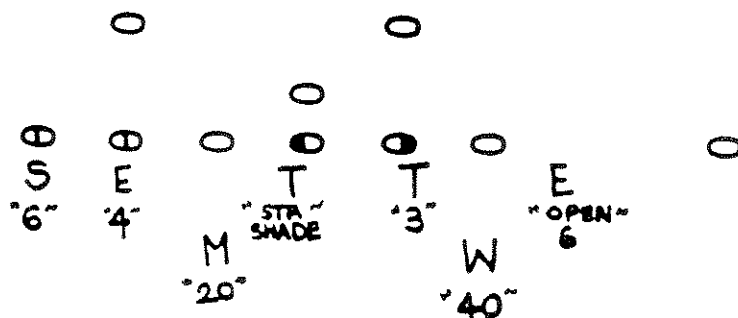
"6" TECHNIQUE: HEAD UP WITH THE TIGHT END

"9" TECHNIQUE: INSIDE FOOT TO CROTCH OF THE TIGHT END

"8" TECHNIQUE: HEAD UP WITH THE MAN IN THE WING POSITION

\*\*\*IF ALIGNED OFF THE BALL IN A LB'er POSITION, THE TECHNIQUES WILL BE IDENTIFIED BY ADDING A "0" TO THE ABOVE TECHNIQUE NUMBER.

EXAMPLE: "UNDER" FRONT



## MOVEMENT RECOGNITION

Identifying the movement of wide receivers, tight ends, or backs is determined by the position of the "Move" man in relationship to the tight end.

DIVIDE - Any movement which is away from the TE's original alignment.

MOTION - Any movement which is toward the TE's original alignment.

DIVIDE/MOTION - Any movement which starts away from the TE's original alignment and then comes back toward the TE's original alignment.

MOTION/DIVIDE - Any movement which starts toward the TE's original alignment and then goes away from the TE's original alignment.

SHORT DIVIDE/SHORT MOTION - Any movement that is broken off short by the snap of the ball.

## FORMATION RECOGNITION

To play defense in this system, you must be able to recognize the various offensive formations. You must be completely familiar with the offensive positions in order to recognize the formation.

### POSITION DESIGNATION:

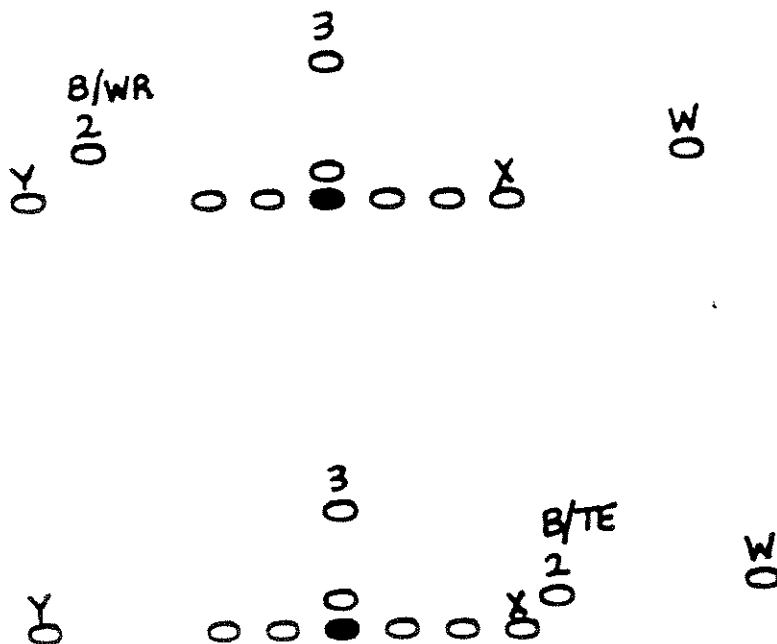
When there are two backs in the backfield, the fullback is the "3" back and the halfback is the "2" back. The tight end is "X", the split end on the weak-side is "Y", and the receiver off the line of scrimmage is "W" (Wing).

### EXAMPLE:



When there is one back in the backfield, that back is always referred to as the "3" back. The other back, 2nd TE, or 3rd wide receiver is referred to as the "2".

### EXAMPLE:

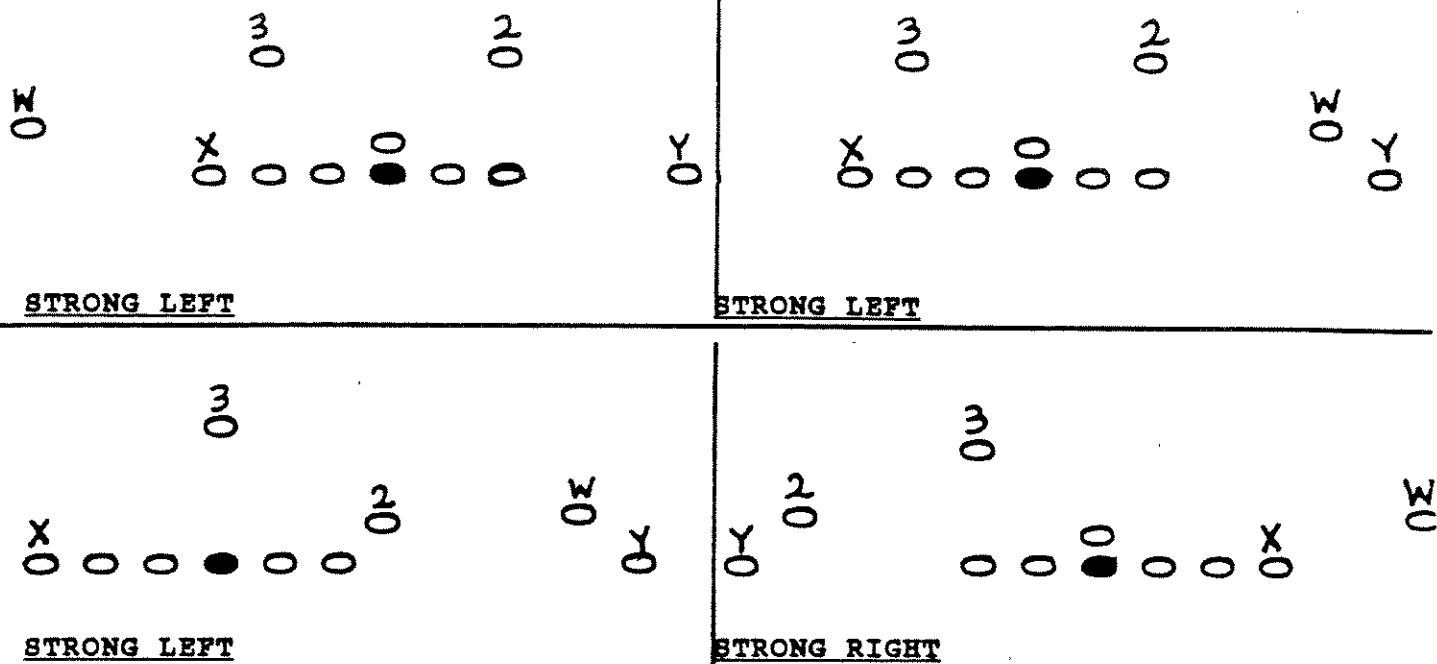


FORMATION DESIGNATION:

STRENGTH CALL:

The strength of the formation is set to the side of the tight end.

EXAMPLE:



REGULAR PERSONNEL 212  
(2 WR's/1 TE/2 BACKS)

2  
O

3  
O

Y O O ● O O X

W  
O

RED RIGHT

3  
O

2  
O

X O O ● O O Y

W  
O

RED LEFT

2  
O

3  
O

Y W O O ● O O X

RED RIGHT FLOP

3  
O

2  
O

X O O ● O O W Y

RED LEFT FLOP

2  
O

3  
O

Y O O ● O O X

W  
O

BROWN RIGHT

3  
O

2  
O

X O O ● O O Y

W  
O

BROWN LEFT

2  
O

3  
O

Y W O O ● O O X

BROWN RIGHT FLOP

3  
O

2  
O

X O O ● O O W Y

BROWN LEFT FLOP

# REGULAR PERSONNEL 212

3 2  
O O  
Y O O O O X  
W

BLUE RIGHT

2 3  
O O  
X O O O O Y  
W

BLUE LEFT

3 2  
O O  
Y W O O O X  
W

BLUE RIGHT FLOP

2 3  
O O  
X O O O O W Y  
W

BLUE LEFT FLOP

2 3  
O O  
Y O O O O X  
W

I RIGHT

2 3  
O O  
X O O O O Y  
W

I LEFT

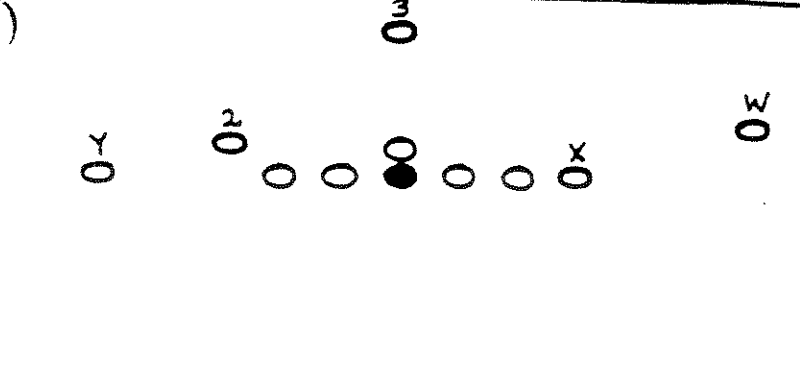
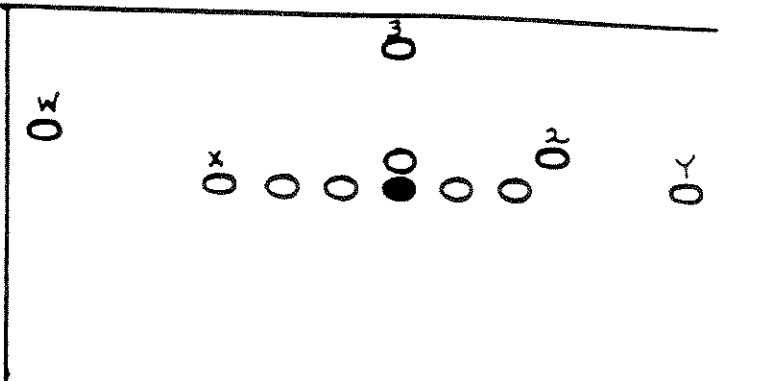
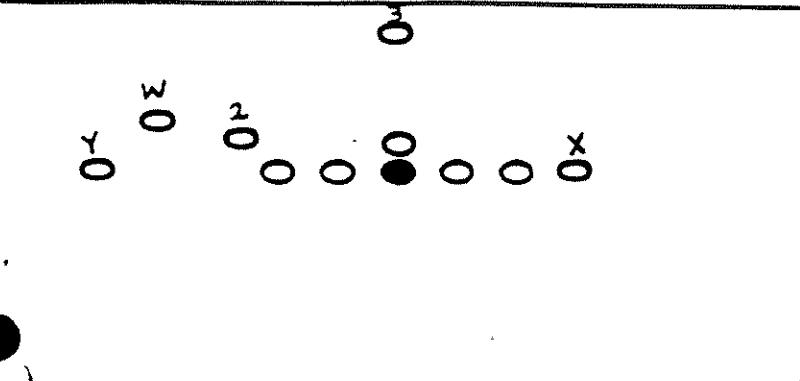
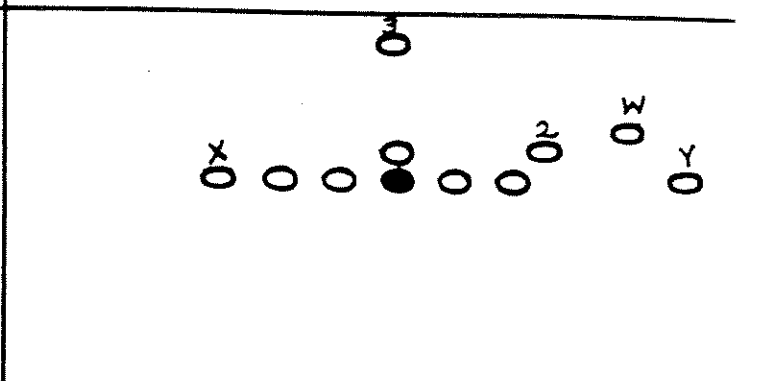
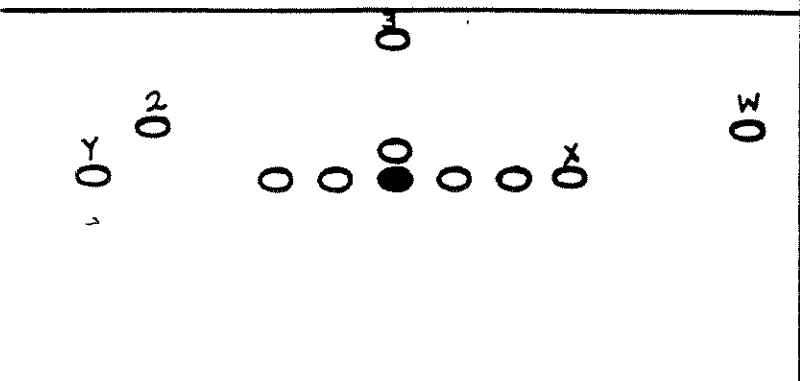
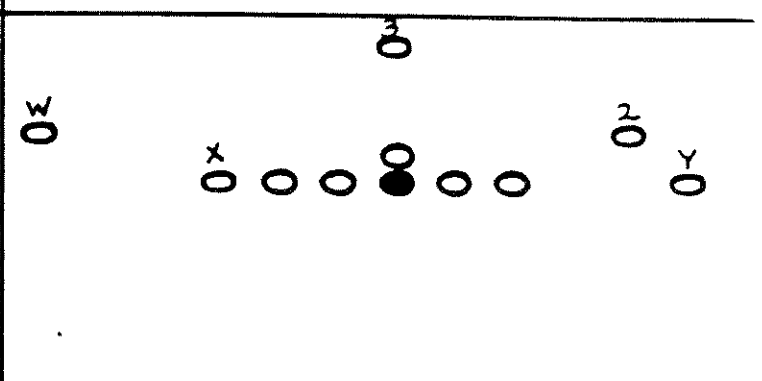
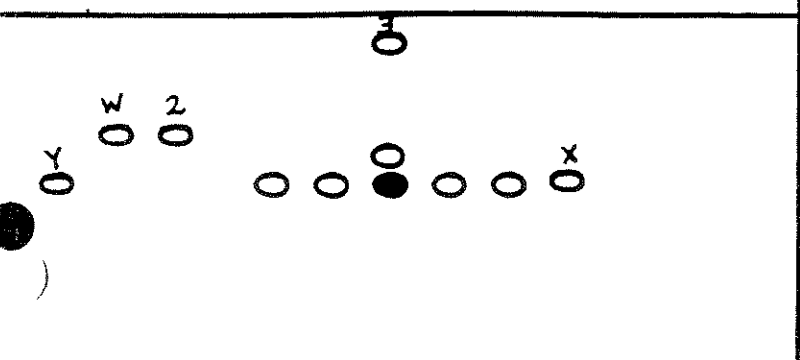
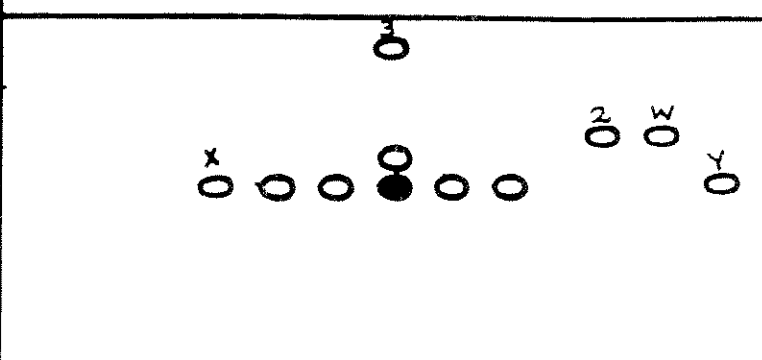
2 3  
O O  
Y W O O O X  
W

I RIGHT FLOP

2 3  
O O  
X O O O O W Y  
W

I LEFT FLOP

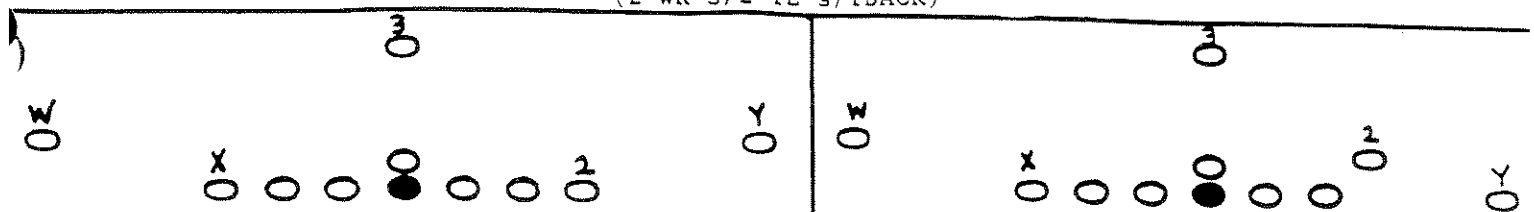
# REGULAR PERSONNEL 212

 <p>BROWN UP RIGHT</p>	 <p>BROWN UP LEFT</p>
 <p>BROWN UP RIGHT FLOP</p>	 <p>BROWN UP LEFT FLOP</p>
 <p>WHITE RIGHT</p>	 <p>WHITE LEFT</p>
 <p>WHITE RIGHT FLOP</p>	 <p>WHITE LEFT FLOP</p>



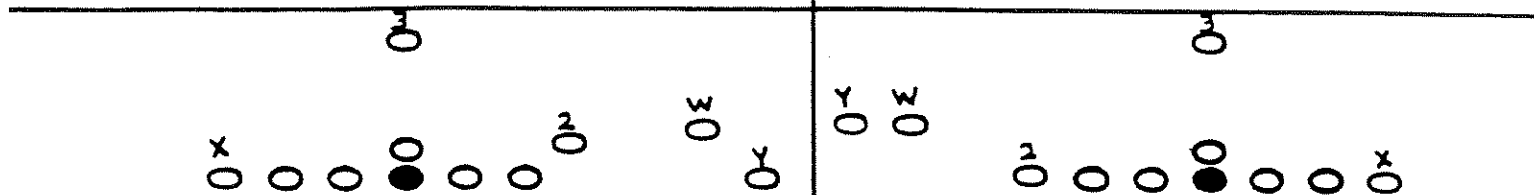
# JAYHAWK PERSONNEL 221

(2 WR's/2 TE's/1BACK)



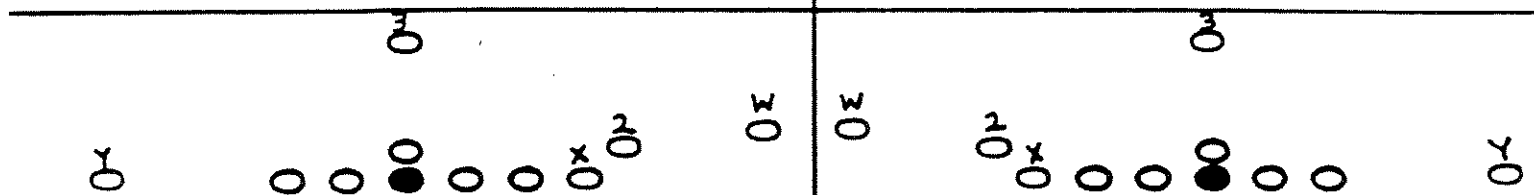
JAYHAWK LEFT

JAYHAWK LEFT 2 OFF



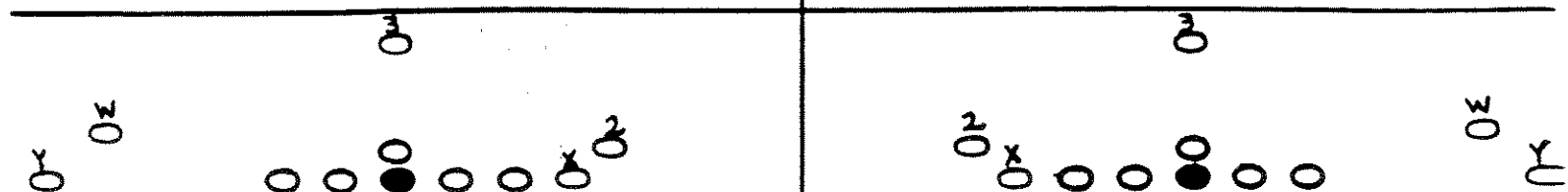
JAYHAWK LEFT FLOP 2 OFF

JAYHAWK RIGHT FLOP



TWIN RIGHT

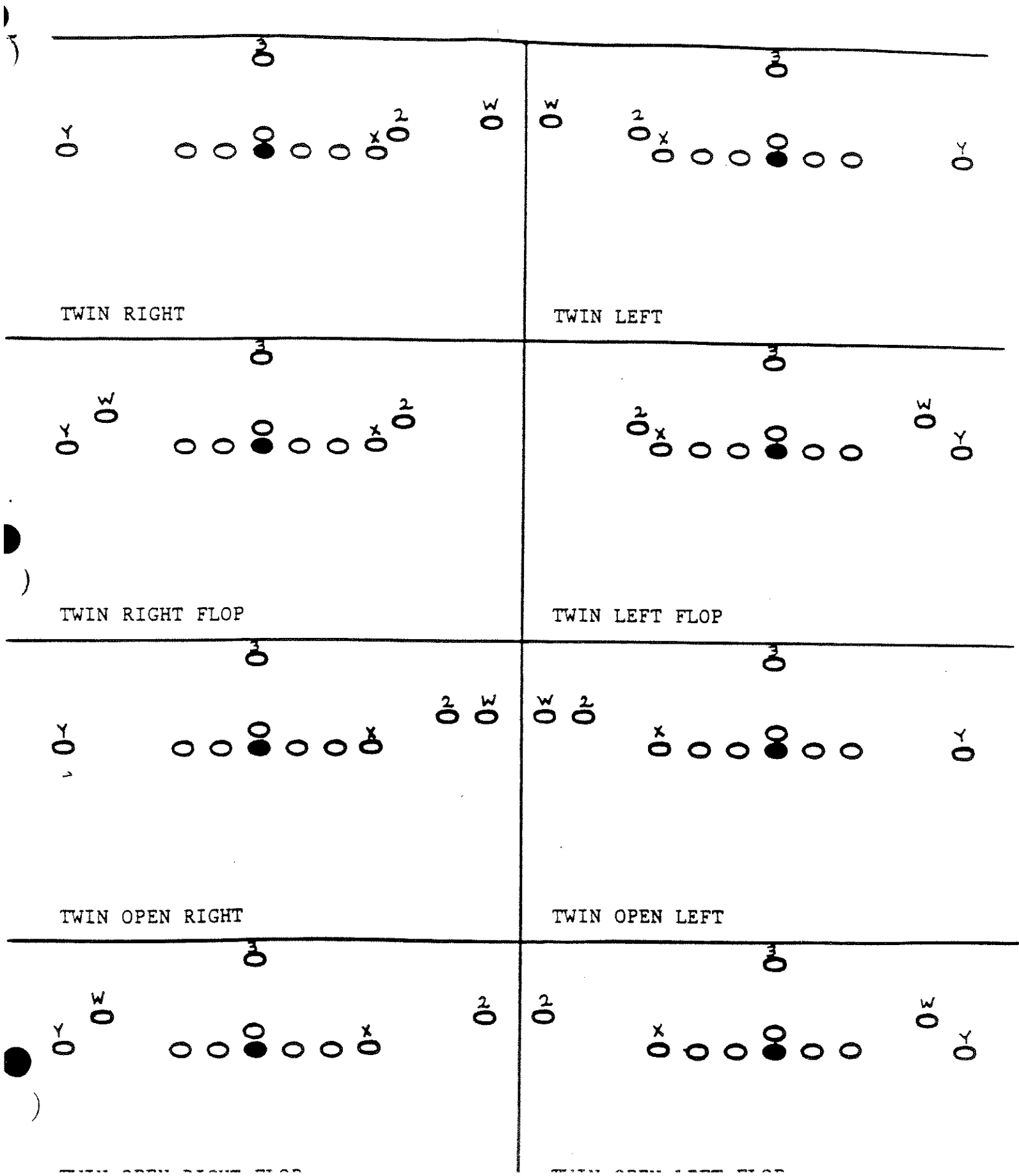
TWIN LEFT



TWIN RIGHT FLOP

TWIN LEFT FLOP

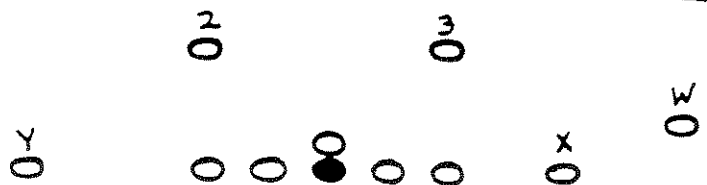
# REGULAR PERSONNEL 212



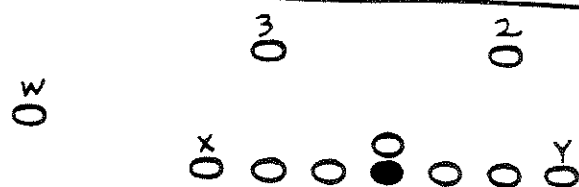
# REGULAR PERSONNEL 212

<p>3</p> <p>2</p> <p>0 0 0 0 0 x</p> <p>W Y</p> <p>GREEN RIGHT</p>	<p>3</p> <p>Y W</p> <p>x 0 0 0 0 0 2</p> <p>GREEN LEFT</p>
<p>3</p> <p>2</p> <p>Y 0 0 0 0 0 x</p> <p>W</p> <p>WHITE RIGHT EXCHANGE</p>	<p>2 3</p> <p>W</p> <p>x 0 0 0 0 0 Y</p> <p>RED LEFT SWITCH</p>
<p>3</p> <p>Y</p> <p>0 0 0 0 0 x</p> <p>2 W</p> <p>TWIN OPEN RIGHT X-OFF</p>	<p>3</p> <p>2</p> <p>x 0 0 0 0 0 Y</p> <p>W</p> <p>TWIN OPEN LEFT X-OFF EXCHANGE UNDER</p>
<p>3</p> <p>Y 2</p> <p>0 0 0 0 0 x</p> <p>W</p> <p>WHITE RIGHT OVER</p>	<p>3 4</p> <p>Y</p> <p>0 0 0 0 0 x</p> <p>2 W</p> <p>SPREAD TWIN OPEN RIGHT UNDER</p>

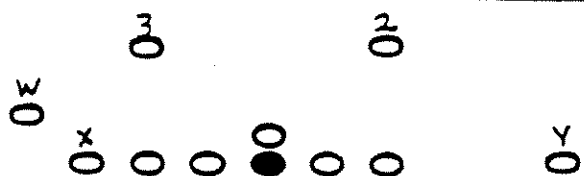
# REGULAR PERSONNEL 212



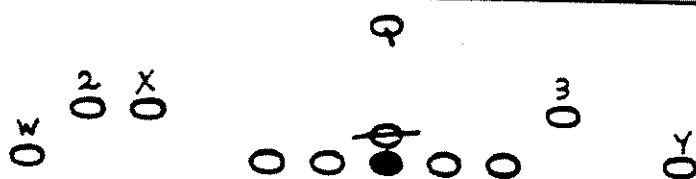
RED RIGHT X-OPEN



RED LEFT Y-CLOSE



RED LEFT W-CLOSE



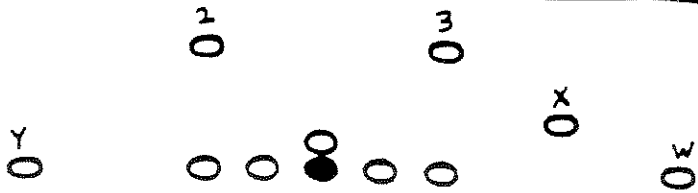
SPREAD TWIN OPEN LEFT  
UNDER X-OPEN 3 UP



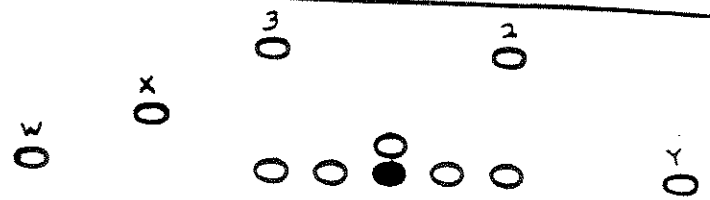
3 W'S PERSONNEL 311  
(3 WR's/1 TE/1 BACK)

<p>WHITE RIGHT</p>	<p>WHITE LEFT</p>
<p>TWIN OPEN RIGHT</p>	<p>TWIN OPEN LEFT</p>
<p>WHITE LEFT FLOP</p>	<p>WHITE RIGHT FLOP</p>
<p>SPREAD TWIN OPEN RIGHT X-OFF UNDER</p>	<p>SPREAD WHITE LEFT OVER</p>

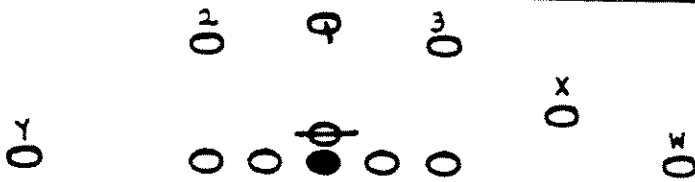
PINK PERSONNEL 302  
(3 WR's/0 TE/2 BACKS)



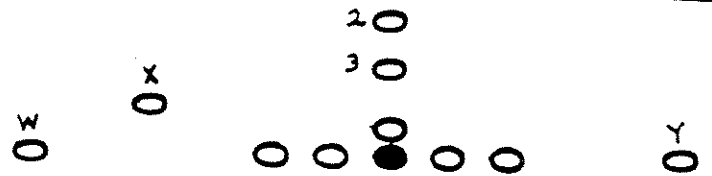
PINK RIGHT



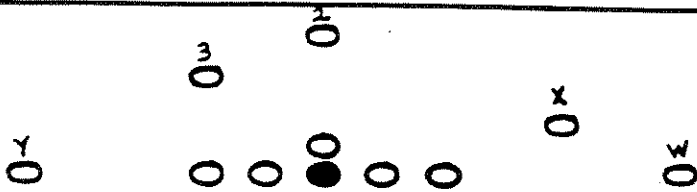
PINK LEFT



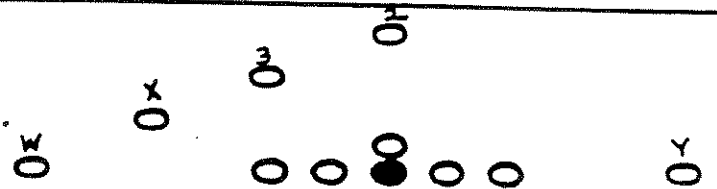
SPREAD PINK RIGHT



PINK I LEFT



PINK I UNDER RIGHT

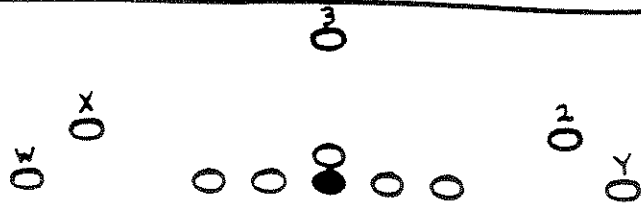


PINK I OVER LEFT

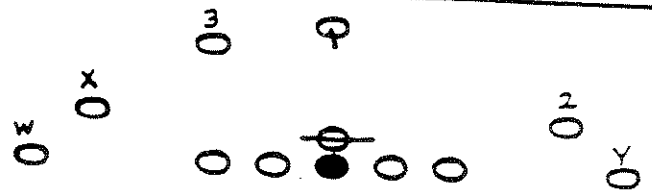


# 4 W'S PERSONNEL 401

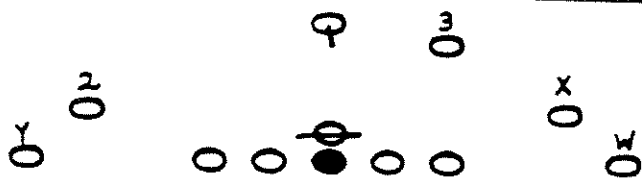
(4 WR's/O TE/1 BACK)



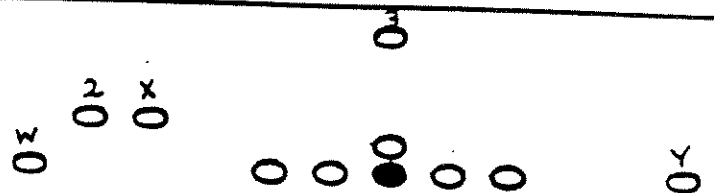
ORANGE LEFT



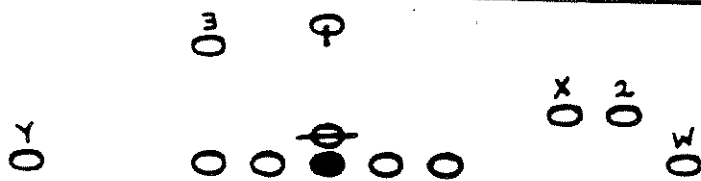
SPREAD ORANGE LEFT



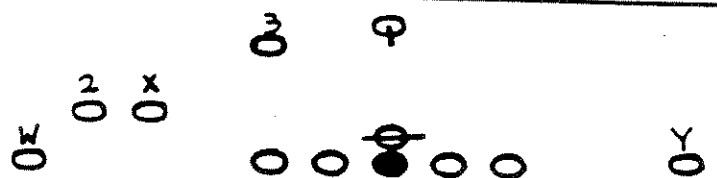
SPREAD ORANGE RIGHT



TWIN OPEN LEFT



SPREAD TWIN OPEN RIGHT UNDER



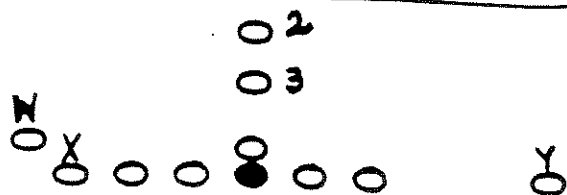
SPREAD TWIN OPEN LEFT OVER



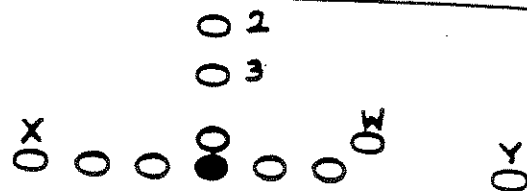
2 TIGHTS PERSONNEL 122

OR

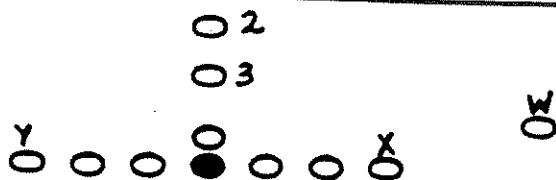
BIG PEOPLE PERSONNEL 131 OR SHORT YARDAGE/GOALLINE PERSONNEL 032



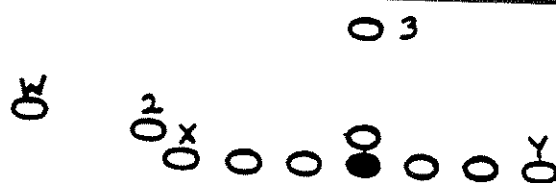
I BIG WING



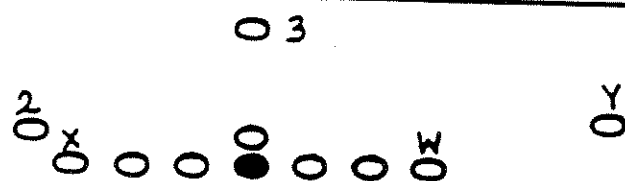
I FLOP BIG WING



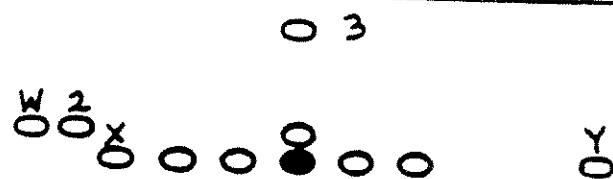
TIGHT I



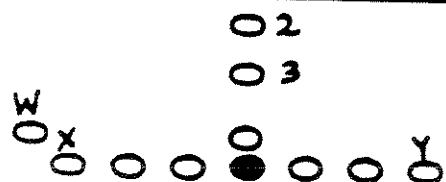
TIGHT TWIN



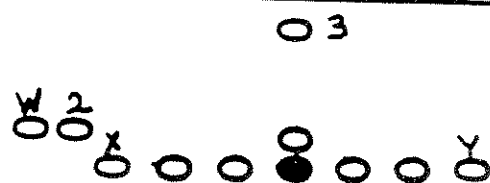
TWIN FLOP BIG WING



TWIN BIG WING



TIGHT I BIG WING



TIGHT TWIN BIG WING



OPPONENT: \_\_\_\_\_

[illegible]

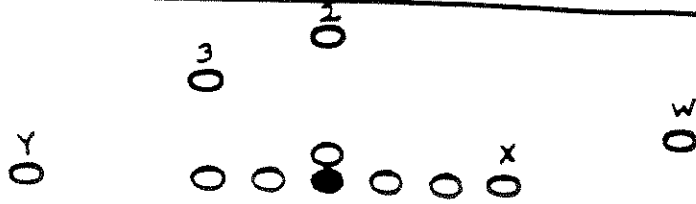
# ZONE LANDMARKS

D	0	-	-	0	D
D	5	-	-	5	D
D	10	-	-	10	D
D	15	-	-	15	D
D	20	-	-	20	D
D	25	-	-	25	D
D	30	-	-	30	D
D	35	-	-	35	D
D	40	-	-	40	D
D	45	-	-	45	D
D	50	-	-	50	D
D	45	-	-	45	D
D	40	-	-	40	D
D	35	-	-	35	D
D	30	-	-	30	D
D	25	-	-	25	D
D	20	-	-	20	D
D	15	-	-	15	D
D	10	-	-	10	D
D	5	-	-	5	D
D	0	-	-	0	D

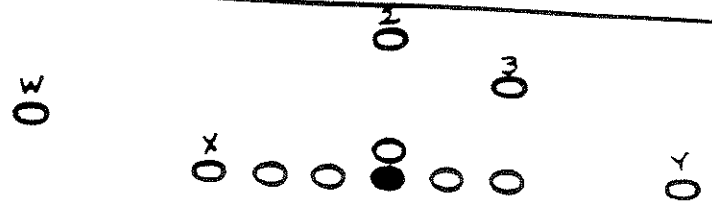
D - DIVIDER - 7 YARDS FROM THE SIDELINE (UNMARKED ON THE FIELD)

\*\*\*WHEN WE REFER TO DROPPING TO THE HASH, WE ACTUALLY WANT 2 YARDS OUTSIDE THE HASH DUE TO THE NARROW ALIGNMENT OF THE HASHES IN PRO FOOTBALL.

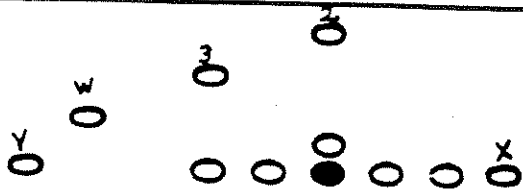
# REGULAR PERSONNEL 212



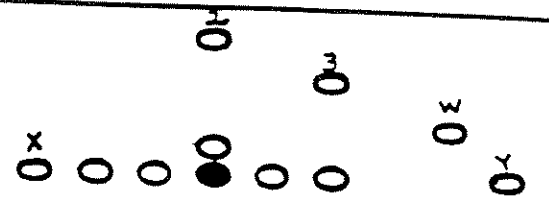
I UNDER RIGHT



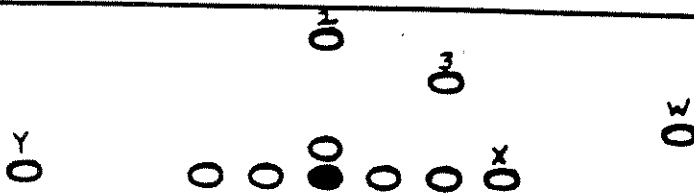
I UNDER



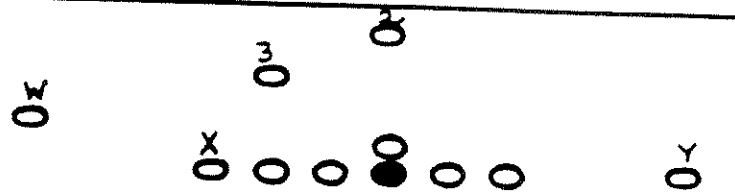
I UNDER RIGHT FLOP



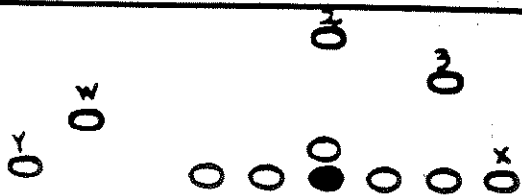
I UNDER LEFT FLOP



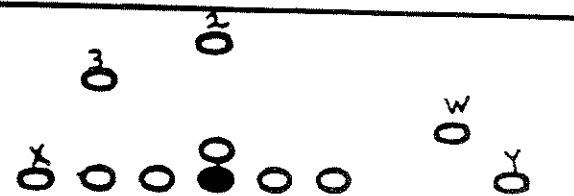
I OVER RIGHT



I OVER LEFT



I OVER RIGHT FLOP



I OVER LEFT FLOP

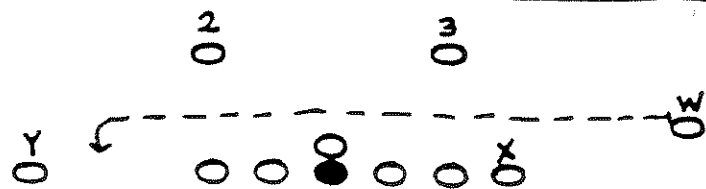
OPPONENT: \_\_\_\_\_

FORMATION	A.F.C.	BTF	46-COVERAGE	46-BTF
TWIN				
TWIN UNDER				
TWIN FLOP				
TWIN OPEN				
TWIN OPEN UNDER				
TWIN OPEN FLOP				
TWIN OPEN FLOP UNDER				
JAYHAWK				
JAYHAWK FLOP				
WHITE				
WHITE FLOP				
PINK				
ORANGE				

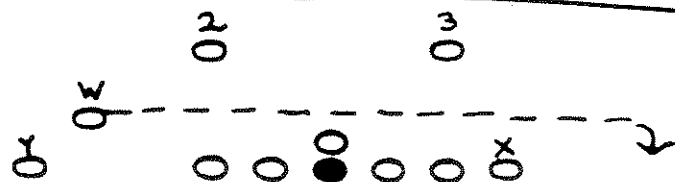
OPPONENT: \_\_\_\_\_

[illegible]

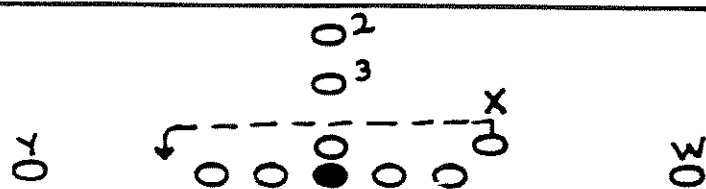
# MOVEMENT RECOGNITION



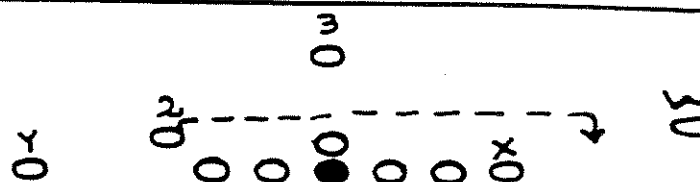
RED RIGHT WING DIVIDE



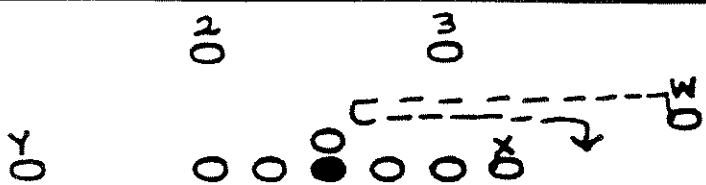
RED RIGHT FLOP WING MOTION



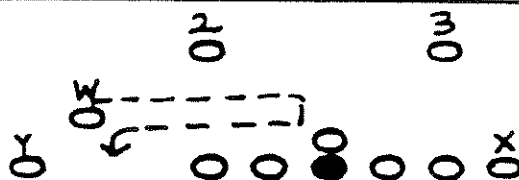
I RIGHT X DIVIDE



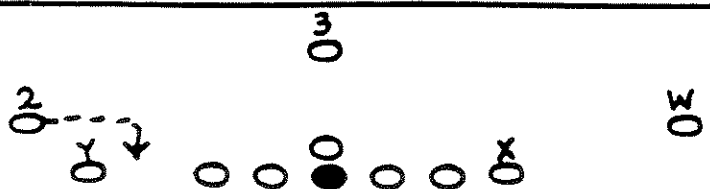
BROWN-UP RIGHT 2 MOTION



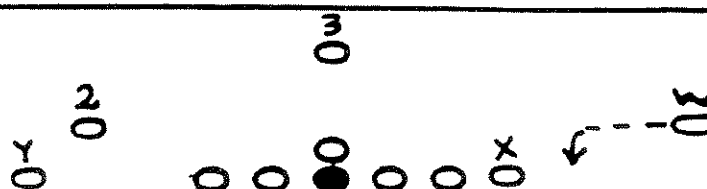
RED RIGHT WING DIVIDE/MOTION



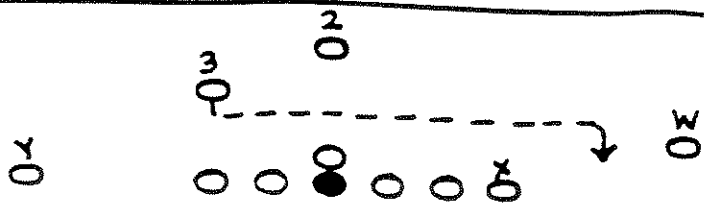
RED RIGHT FLOP WING MOTION/DIVIDE



WHITE RIGHT EXCHANGE 2 SHORT MOTION



WHITE RIGHT WING SHORT MOTION



I UNDER RIGHT 3 MOTION



I RIGHT 2 DIVIDE



## THE HUDDLE

### FORMATION:

- A. The two tackles will form the huddle one yard from the ball and split the ball on either side, allowing room for Mike. Your back is to the line of scrimmage.
- B. The ends will assume a position adjacent to the tackles.
- C. The Will and Sam linebackers will form the end of the huddle, facing the offensive team.
- D. The defensive backs will line up opposite the ends and tackles, facing the offensive team.
- E. Linemen, linebackers, and defensive backs place your hands on your knees, not elbows.
- F. It is necessary to huddle immediately to permit Mike to make the call and get set at the line of scrimmage to communicate the necessary adjustments and/or additional audible calls.

### HUDDLE COMMUNICATION:

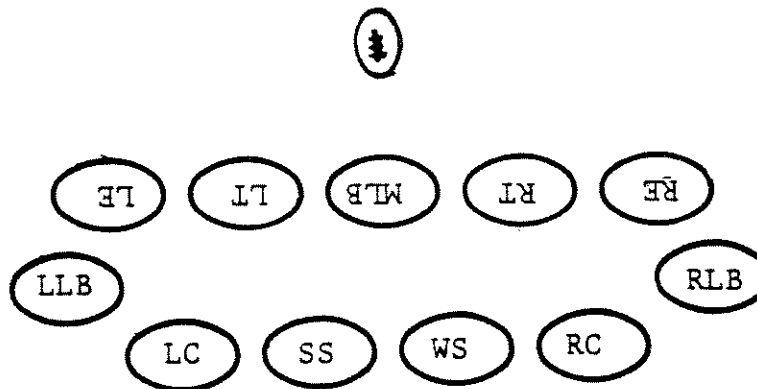
- A. Mike steps out of the huddle to the bench side and receives the defensive signal from the coach.
- B. When Mike steps into the huddle, the strong safety gives the down and distance and the Mike gives the offensive personnel and calls the defense.
- C. Other than the strong safety giving the down and distance, no one else talks in the huddle other than Mike.
- D. When the offense breaks out of their huddle, the linebackers and the strong safety identify the tight end and give the strength call according to the side the tight end lines up one.
- E. When the offense lines up on the ball, the defensive unit will call out the offensive formation.

### BREAKING THE HUDDLE:

- A. On the command "BREAK", everyone clap hands and go to your defensive location.
- B. Always be alert for a quick huddle and/or lineup. When the offensive center places his hands on the ball, be ready to play.



## THE HUDDLE



## NUMBERING SYSTEM

Our Defensive calling system is a three unit system:

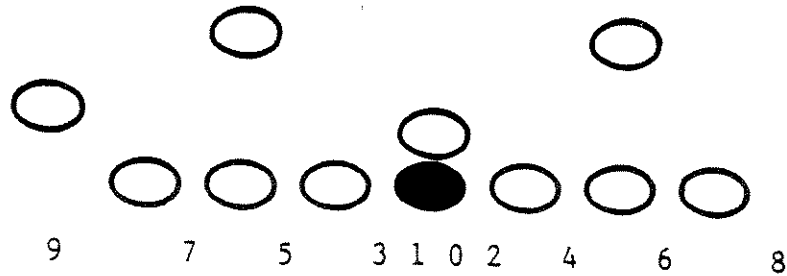
- A. First unit which will always be numbers, indicates the alignment.  
Example 4-3
- B. The second unit indicates the line charge.  
Example 11, slant, etc.
- C. The third unit always a word or words, indicates the pass coverage.  
Example: 2z combo x
- D. Therefore, middle linebacker would call 4-3, 11, 2z bail-out.  
Ready.....BREAK!!!

## DEFENSIVE INFORMATION

1. Recognize and locate the position of the tight end (x) when he lines up (right or left). All linebackers call strength of information immediately.
2. Call the name of the formation and the direction of the T.E.  
EXAMPLE: Red Right, Brown Right, Blue Right.
3. Call out the code word for secondary pass coverage or Blitz (based on field position - formation.)
4. Read your keys.
5. Backs - Know where and when you will receive help on your pass coverages.
6. Play the ball and receivers tough.
7. Talk to each other on defense; Communication is the single most important factor to defensive success. Noisy, vocal defenses are domination defenses. Without communication, adjustments are impossible. All adjustment calls, automatics, and checks MUST be repeated. There is no excuse for not getting the call. Communication starts in the meeting room and continues on the practice field and becomes habit in the game.
8. Backs and linebackers - let your teammates know where you are.
9. We play team defenses.
10. When the ball leaves the passer's hand yell "ball," then turn and sprint to the ball.
11. Everyone play the ball--be aggressive.
12. Strong safety make the down and distance call.

It is easy to be ordinary, but it takes pride to excell!!!

### RUNNING HOLE NUMBERING SYSTEM



#### A. Method for Identifying our Opponents Running Plays

1. Hole numbers are designated by the gaps between offensive linemen.
2. Even numbers are always to our right.
3. Odd numbers are always to our left.

#### B. Method for Calling our Opponents Running Plays

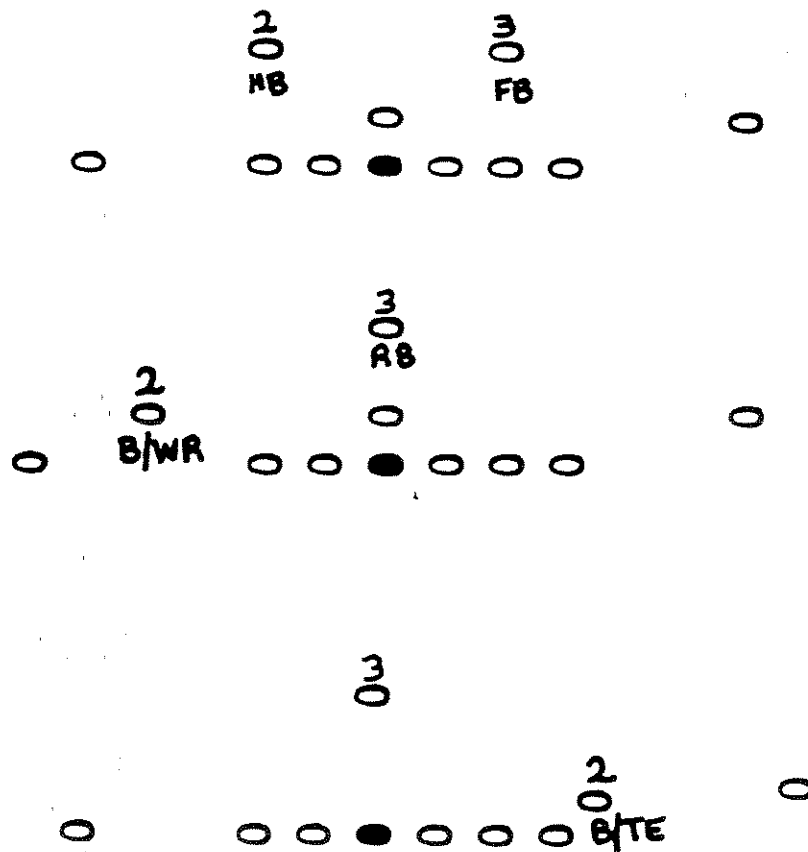
1. The 1st digit identifies the ball carrier.
2. The 2nd digit identifies the hole.
3. The two digits will be followed by a term that identifies the type of play that was run. **EXAMPLE:** 25 Lead
4. If another term is added, it is used further describe the play. **EXAMPLE:** 25 Lead Cutback

## RUNNING GAME TERMINOLOGY

In a two-back formation, the fullback is referred to as the "3" back and the halfback is referred to as the "2" back.

In a one-back formation, the runningback in the backfield is referred to as the "3" back and the back / 2nd TE / or 3rd WR is referred to as the "2".

### EXAMPLES:



TERM USED TO IDENTIFY THE TYPE OF RUNNING PLAY

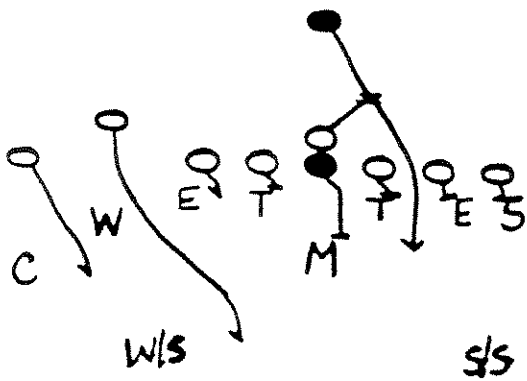
1. DIVE
2. LEAD
3. TOSS
4. COUNTER
5. TRAP
6. SWIPE
7. DRAW
8. LEAD DRAW
9. SPRINT DRAW
10. LAG DRAW
11. WHAM

Additional terms added to the identification of the type of running play will describe the offensive blocking.

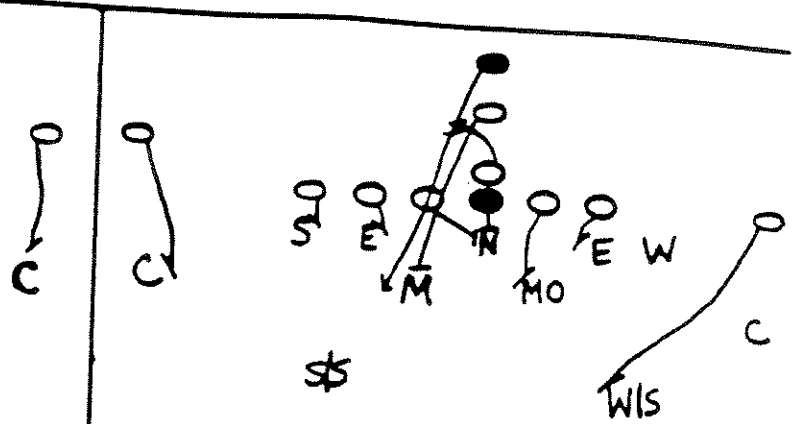
EXAMPLES:

1. "G" - The frontside guard pulling.
2. "TG" - The frontside tackle and guard pulling.
3. "TAG" - The frontside tackle blocks down and the frontside guard around.
4. "T" - Refers to either tackling pulling.
5. "Easy" - The TE releasing outside to block support.
6. "C" - The center pulling.
7. "O" - The back side guard pulling.
8. "OT" - The backside guard and tackle pulling.
9. "GO" - The frontside and backside guards pulling.
10. Influence - Any linemen showing pass first the blocking to the outside.
11. "03" - The backside guard and the "3" back pulling.
12. "OX" - The backside guard and TE pulling.
13. "02" - The backside guard and "2" pulling.

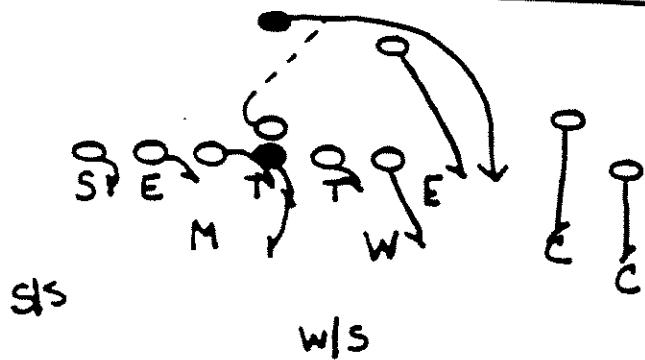
# RUNNING PLAYS



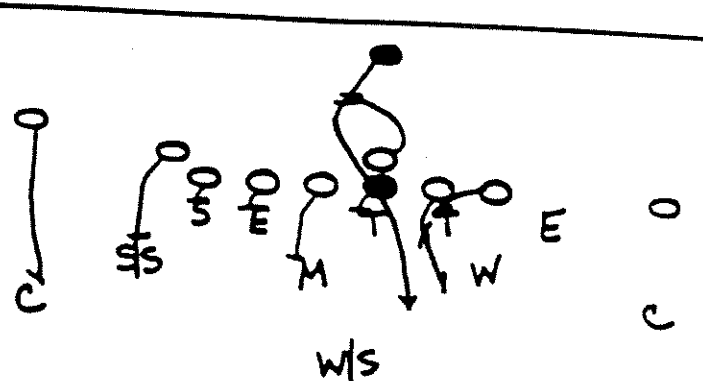
34 DIVE



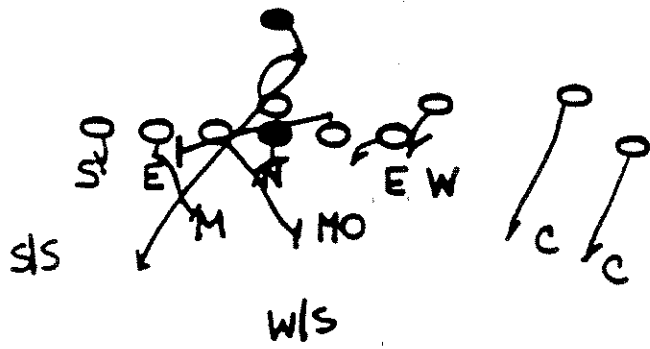
25 LEAD



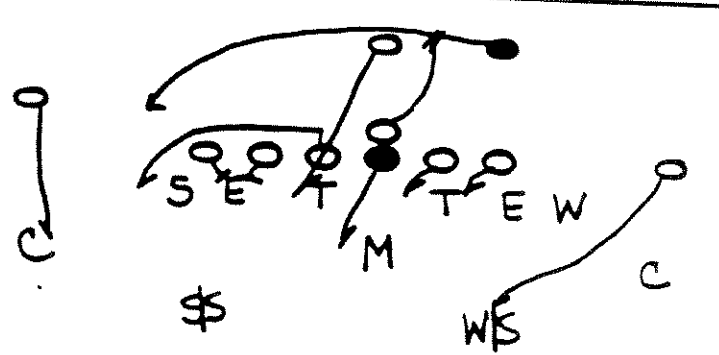
28 TOSS



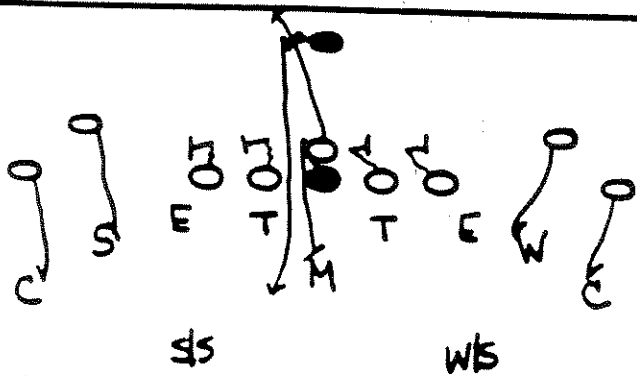
35 COUNTER DIVE CUTBACK



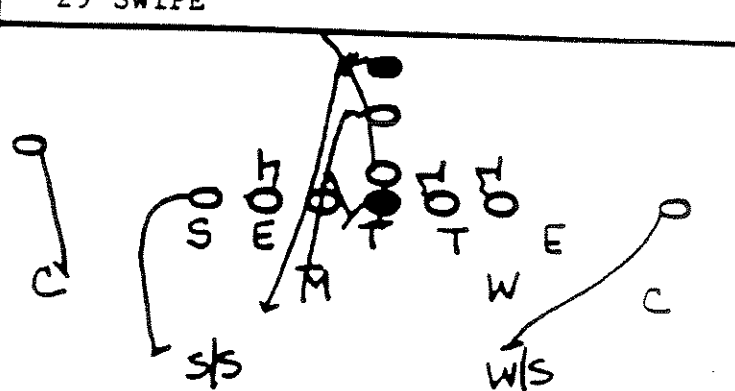
35 CTR TRAP



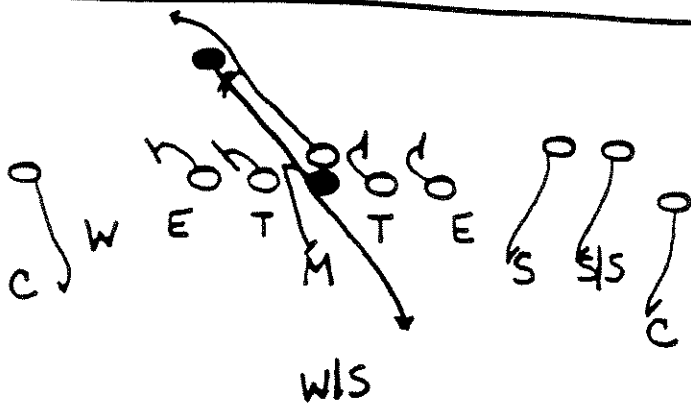
29 SWIPE



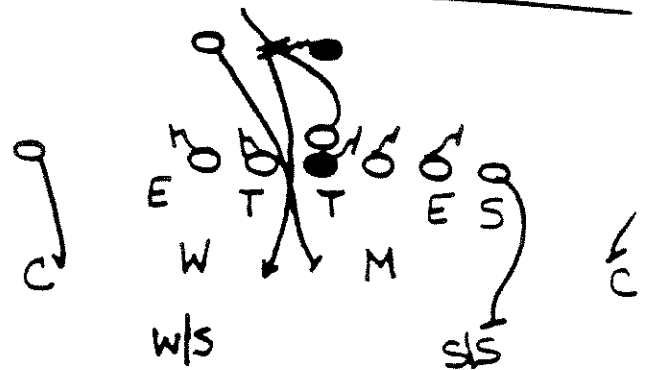
33 DRAFT



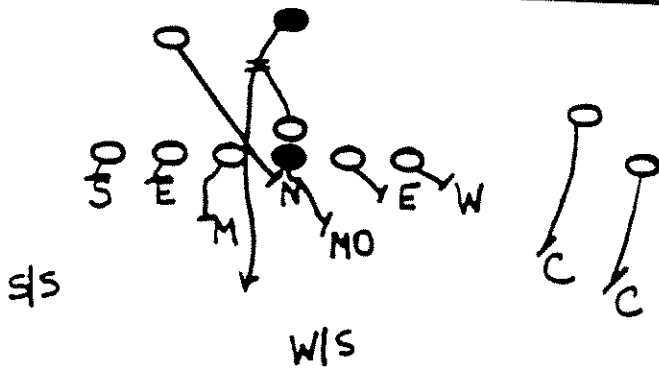
# RUNNING PLAYS



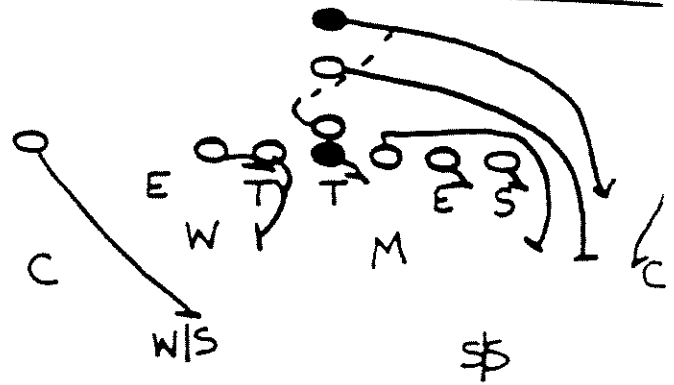
31 SPRINT DRAW



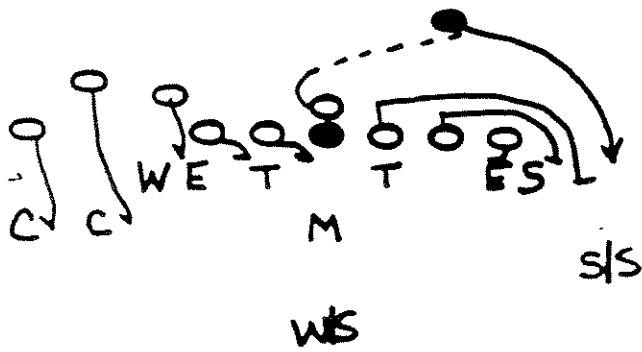
23 LAG DRAW



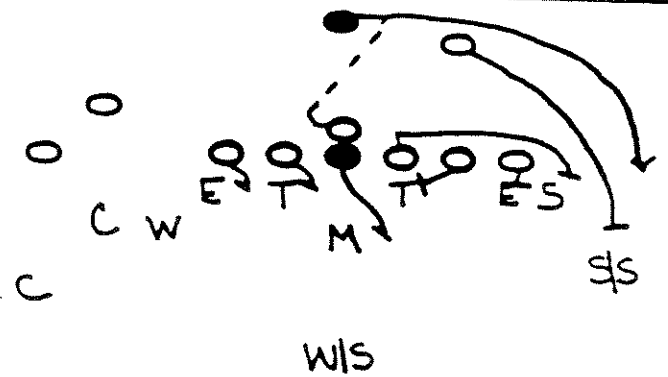
21 WHAM



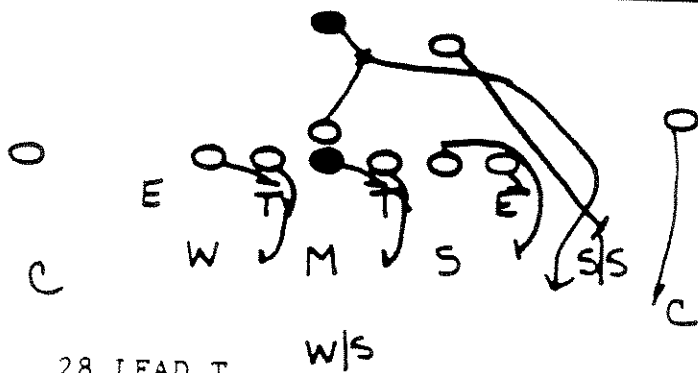
28 TOSS G



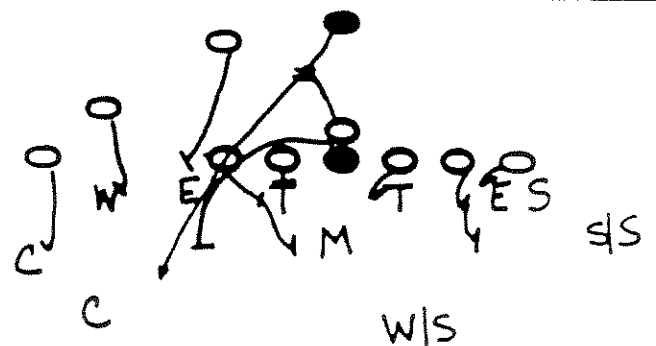
38 TOSS TG



28 TOSS TAG

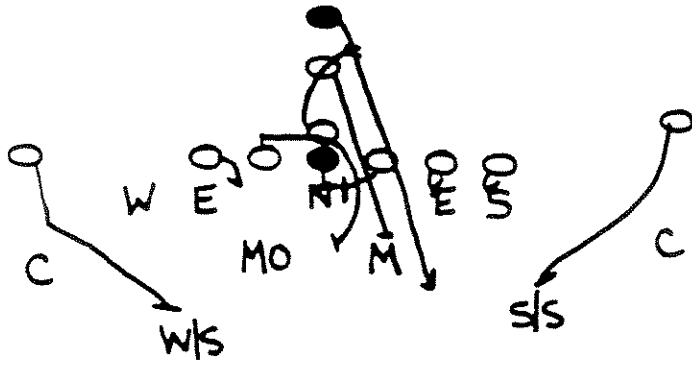


28 LEAD T

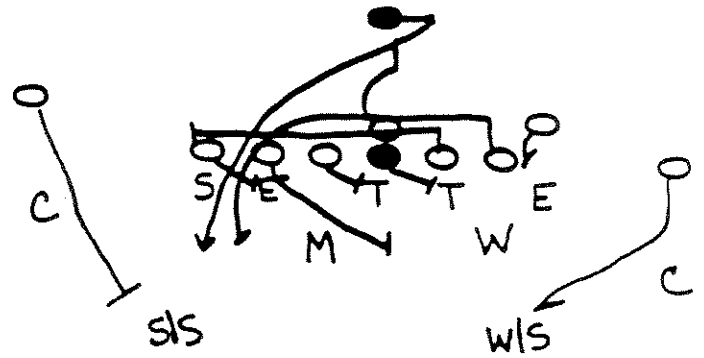


25 LEAD C

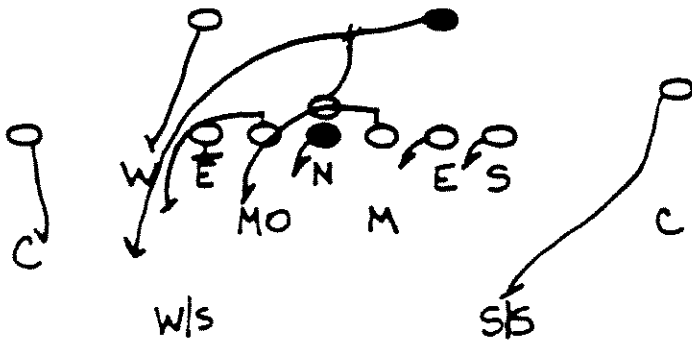
# RUNNING PLAYS



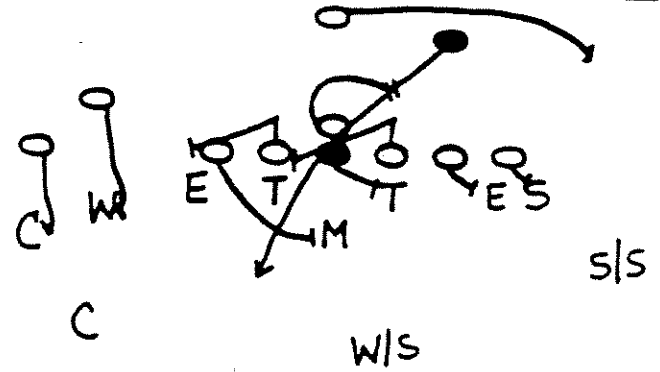
24 CTR LD O



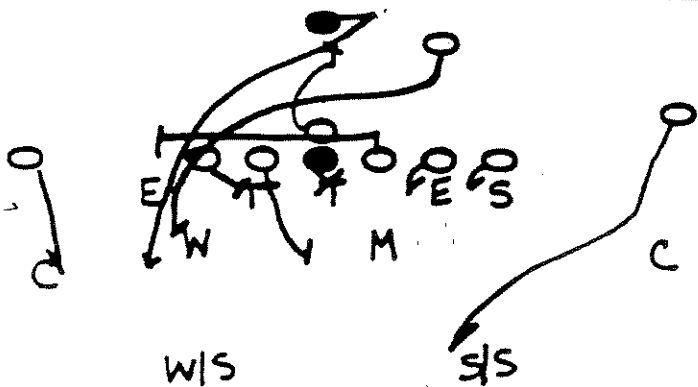
37 CTR OT



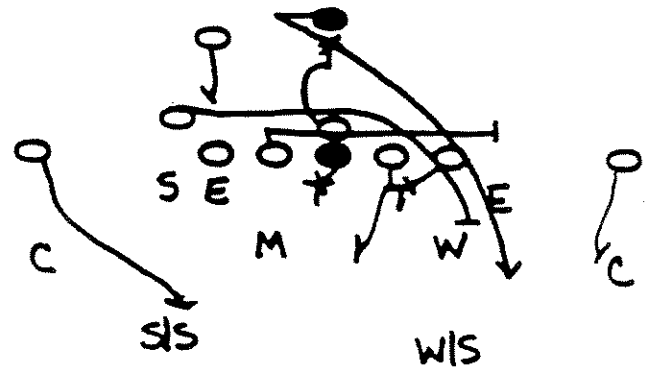
37 LD GO



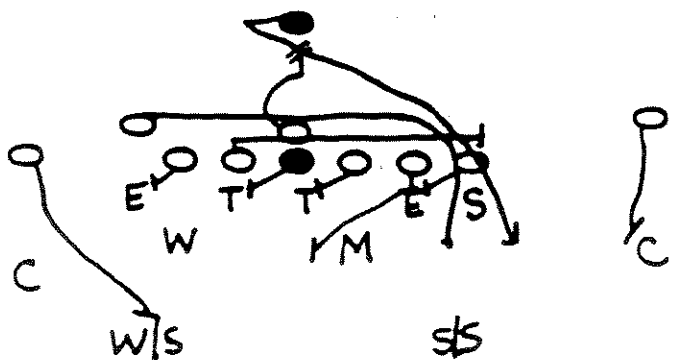
31 CTR INFLUENCE TRAP



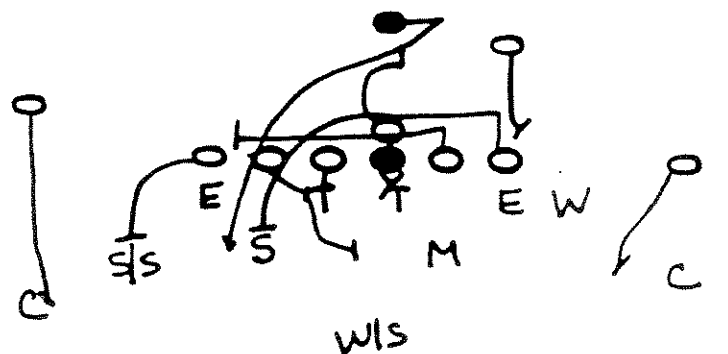
27 CTR 03



26 CTR OX



36 CTR 02

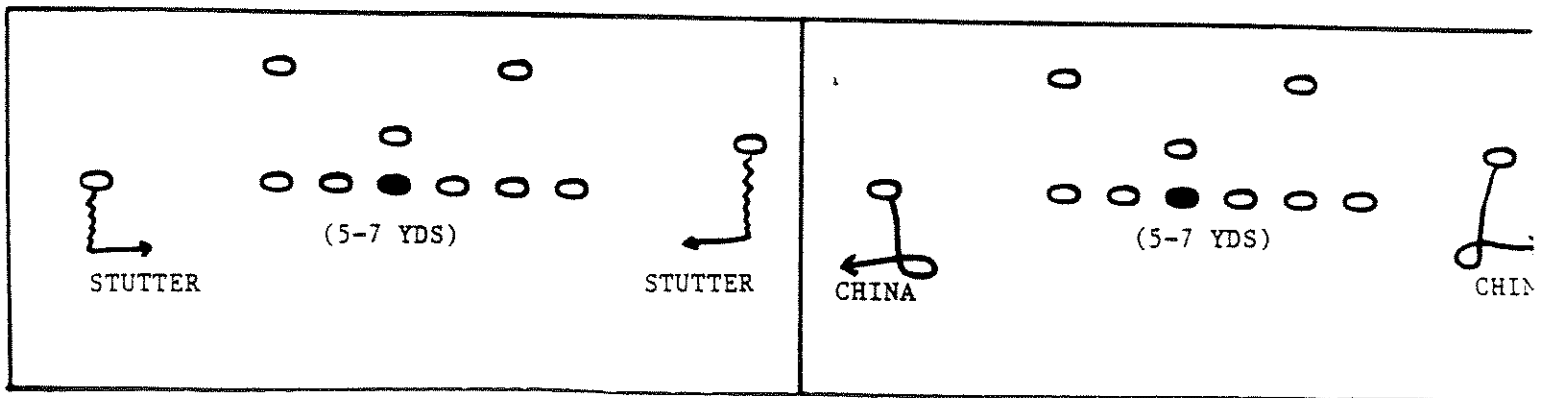
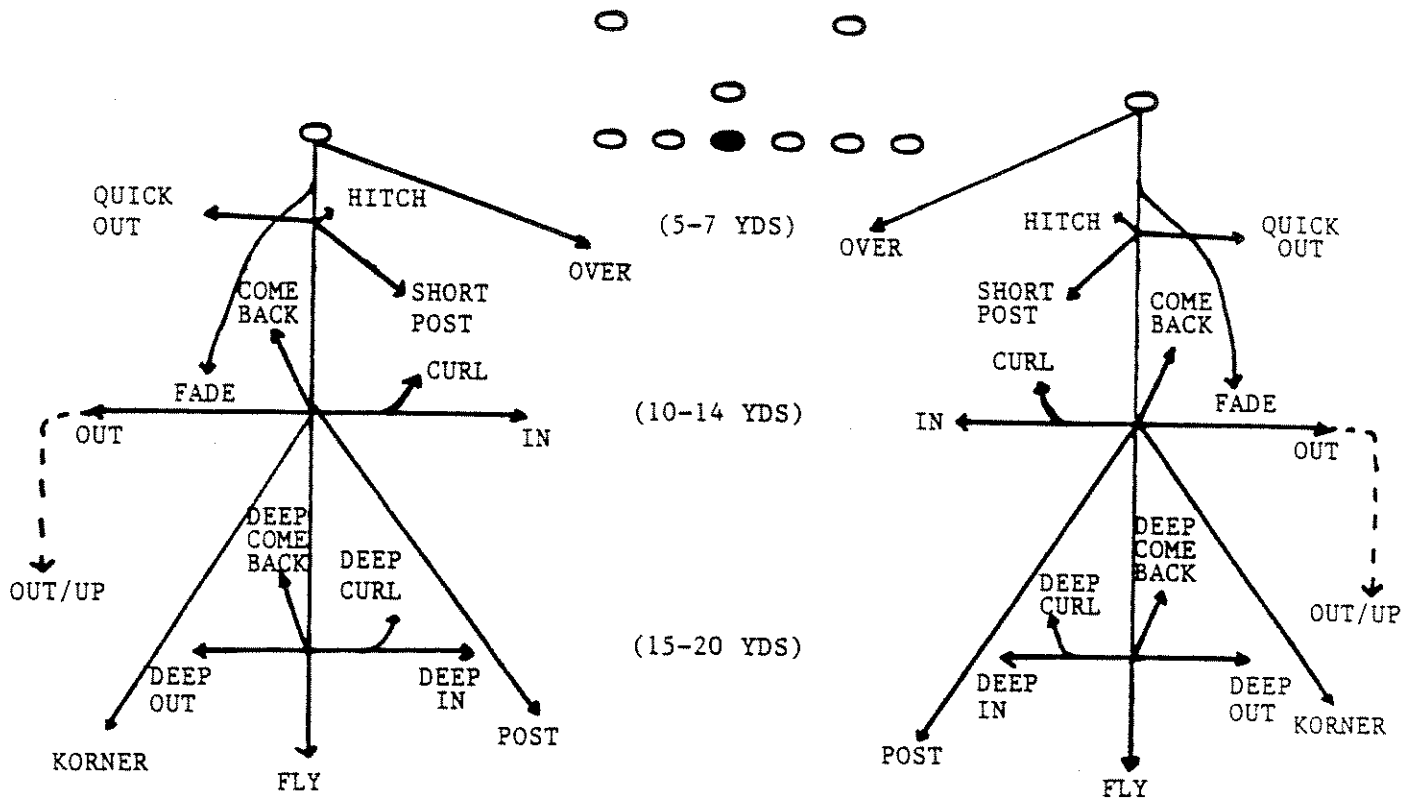


27 CTR OT EASY

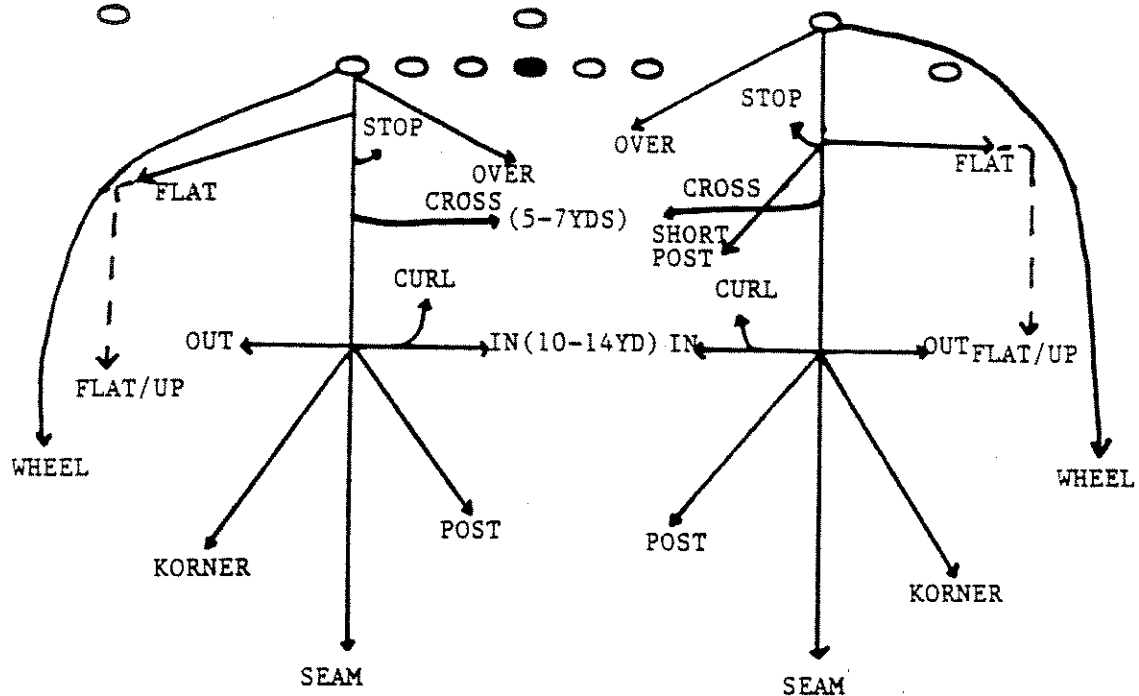


# OFFENSIVE PASS ROUTES

## WIDE RECEIVER ROUTES



# INSIDE RECEIVER ROUTES

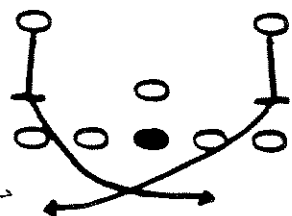
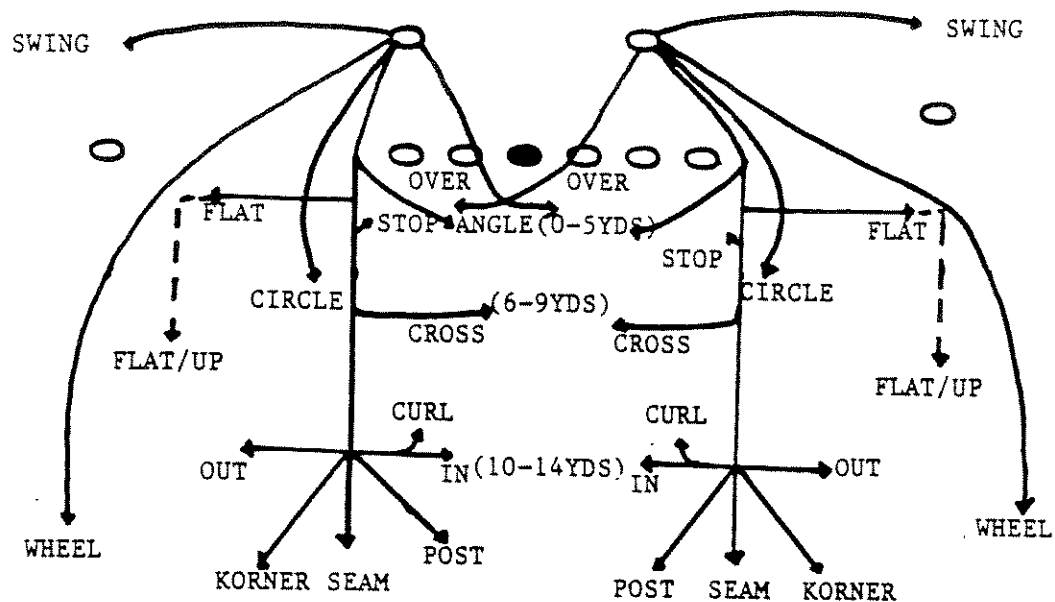


CHECK OVER

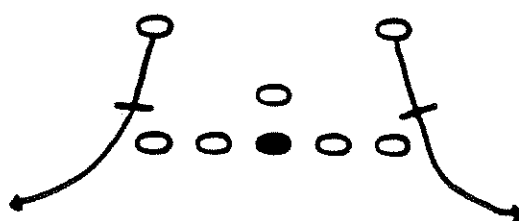
CHECK FLAT

CHECK STOP

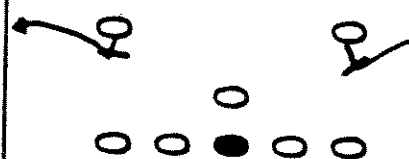
# BACKS ROUTES



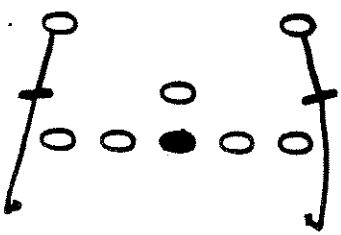
CHECK OVER



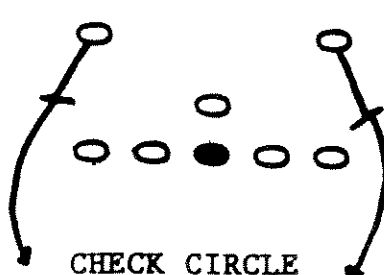
CHECK FLAT



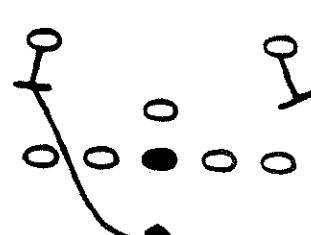
CHECK SWING



CHECK STOP



CHECK CIRCLE



CHECK MIDDLE

## OFFENSIVE PASSING GAME

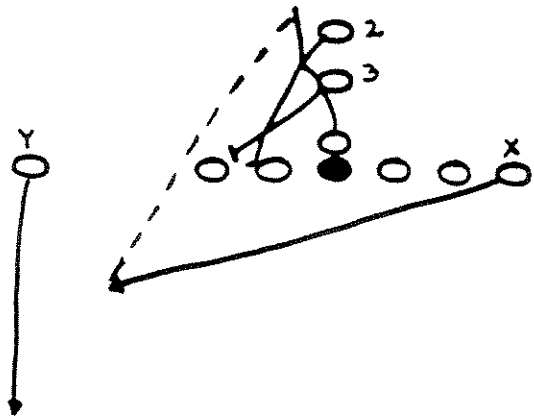
THE PASSING GAME IS IDENTIFIED BY THE FOLLOWING LETTERS AND NUMBERS:

- P - (PLAY ACTION) - Pass off of a running play fake.
- BD - (BACKS DIVIDE) - A drop back pass where all five receivers are out in the pass pattern, and the "3" back and the "2" release on opposite sides.
- 70 - A drop back pass where the "3" back and the "2" both block.  
\* If the TE blocks and the strong back releases strong - this would also be identified as 70.
- 71 - A drop back pass where three receivers are out in the pattern to our left, and the back stays in and blocks.
- 72 - A drop back pass where three receivers are out in the pattern to our right, and the back stays in and blocks.
- 91 - Flood action to our left. The "3" back and the "2" release into the pass pattern to the same side.
- 92 - Flood action to our right. The "3" back and the "2" release into the pass pattern to the same side.
- 61 - A drop back pass with the "2" releasing into the pattern and the "3" back blocking toward the "2" side, to our left.
- 62 - A drop back pass with the "2" releasing into the pattern and the "3" back blocking toward the "2" side, to our right.
- 81 - A drop back pass with the "2" releasing into the pattern to our left and the "3" back blocking away from the "2" side.
- 82 - A drop back pass with the "2" releasing into the pattern to our right and the "3" back blocking away from the "2" side.

\* ADDITIONAL TERMS USED TO FURTHER DESCRIBE THE PASS ACTION:

- A. **AGGRESSIVE** - This term is added to describe a 3-Step Drop by the QB.  
**EXAMPLE - 70 AGG**
- B. **"S" OR "W"** - One of these letters will be used when the passing description does not tell us which way the "3" back blocked.  
"S" means the "3" back blocked strong.  
"W" means the "3" back blocked weak.  
**EXAMPLE - 71W**
- C. **SPRINT** - This term will be used to describe the action of the QB when he sprints out and throws. The direction (Left or Right) will also be given.  
**EXAMPLE - 71S SPRINT LEFT**
- D. **DASH** - This term will be used to describe the action of the QB when he starts his drop back action and then rolls out hard to his left or right.  
**EXAMPLE - 71S DASH LEFT**

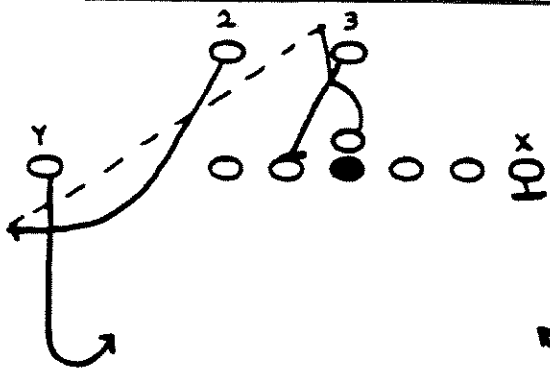
# PLAY ACTION PASS



P25 X-OVER



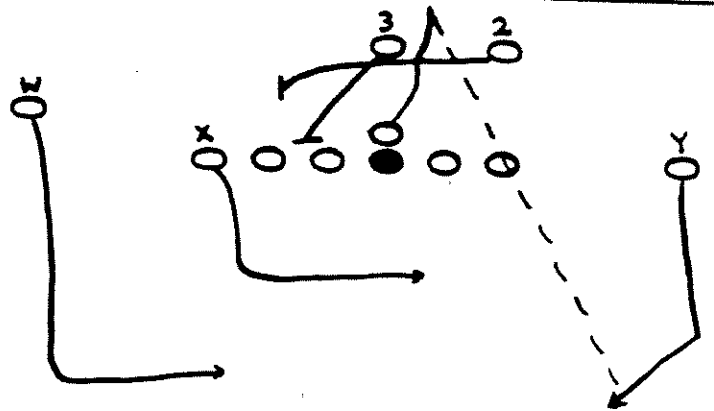
P35 BOOT RT 2-CHECK FLAT



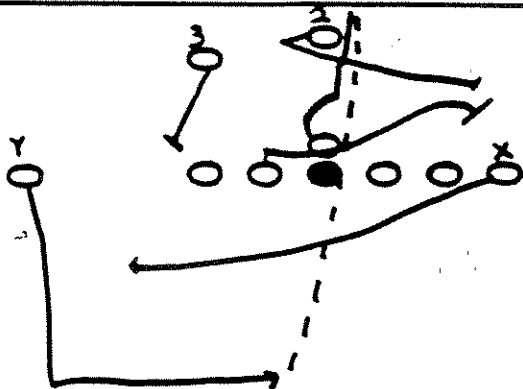
P33 2-FLAT



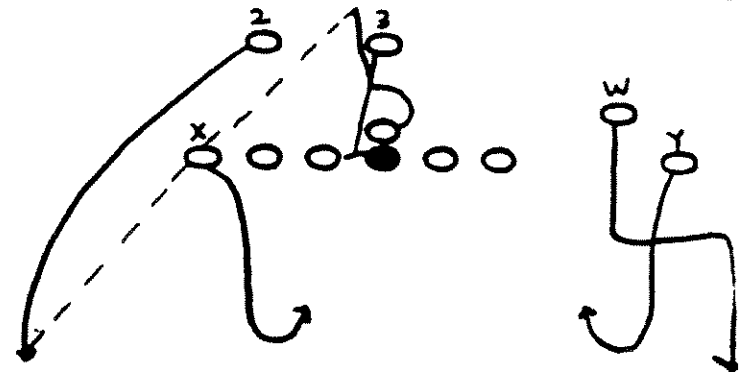
P25 Y-POST



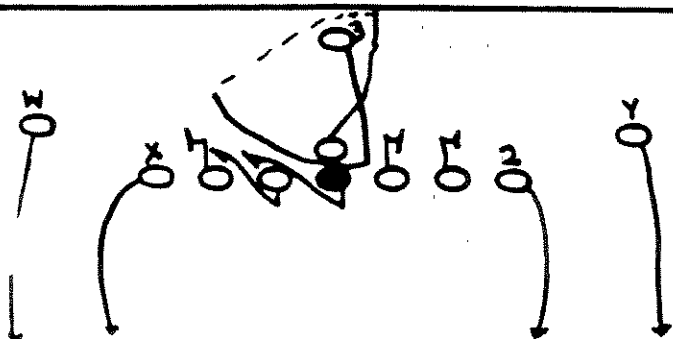
P26 CTR O Y-DEEP IN



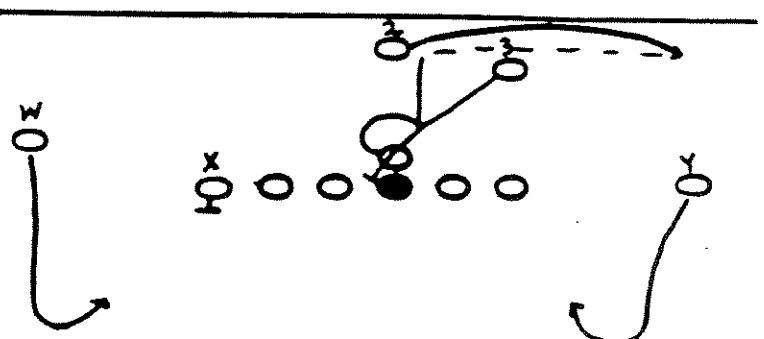
P31 2-WHEEL



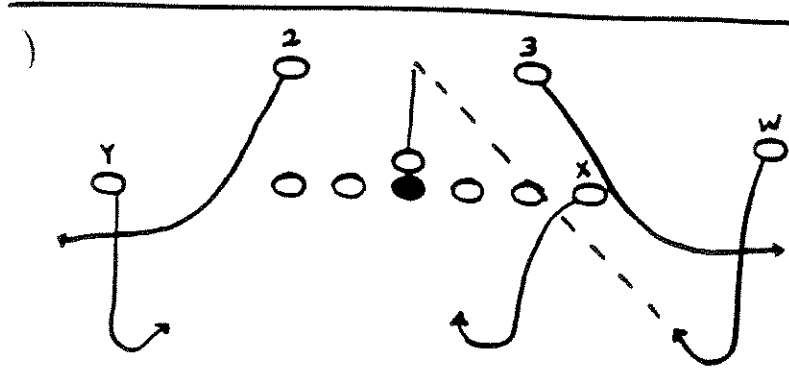
P32 3-SCREEN LEFT



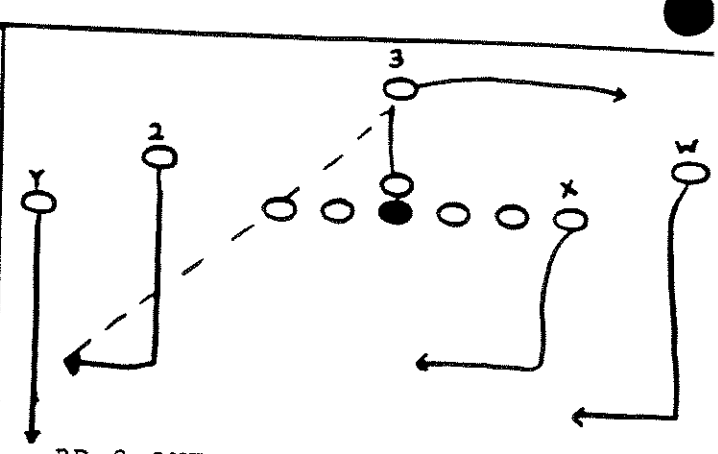
P31 TRAP 2-SWING RIGHT



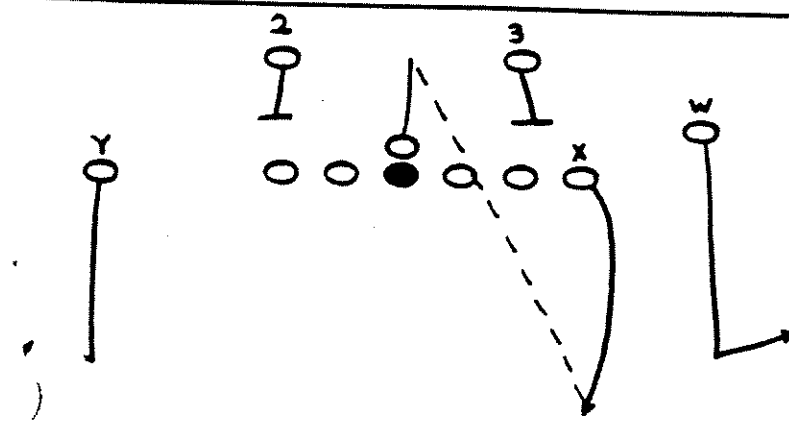
# DROP BACK PASS



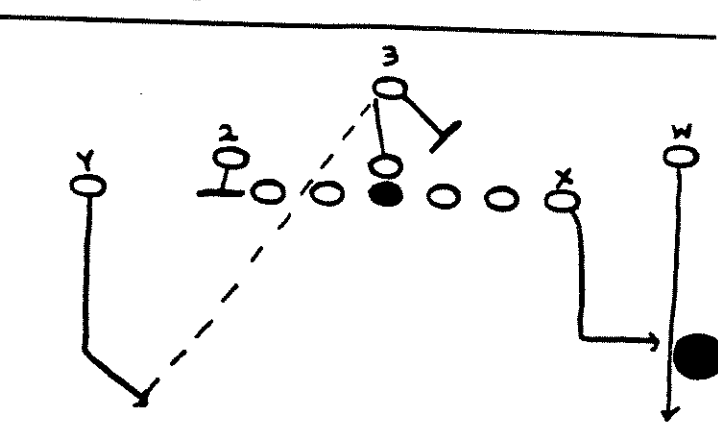
BD W-CURL



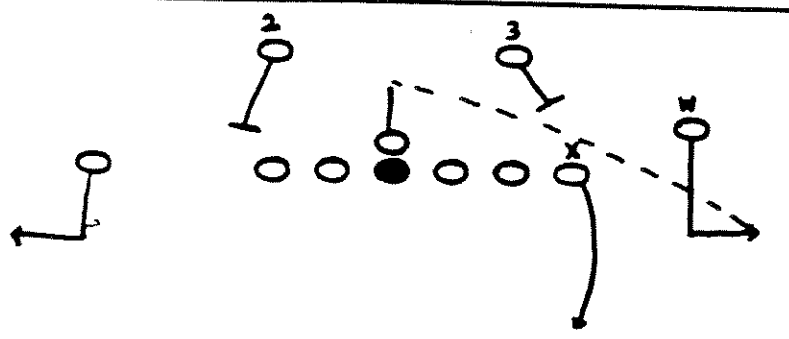
BD 2-OUT



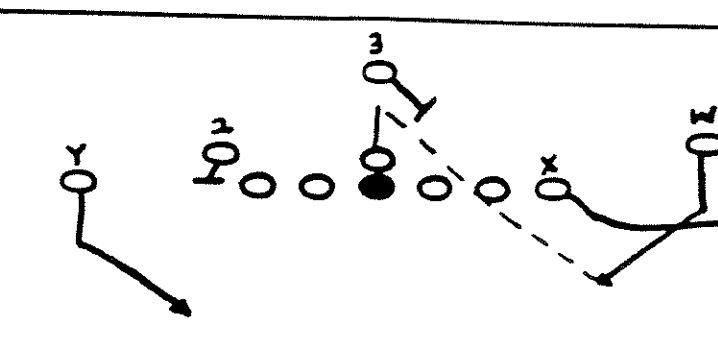
70 X-SEAM



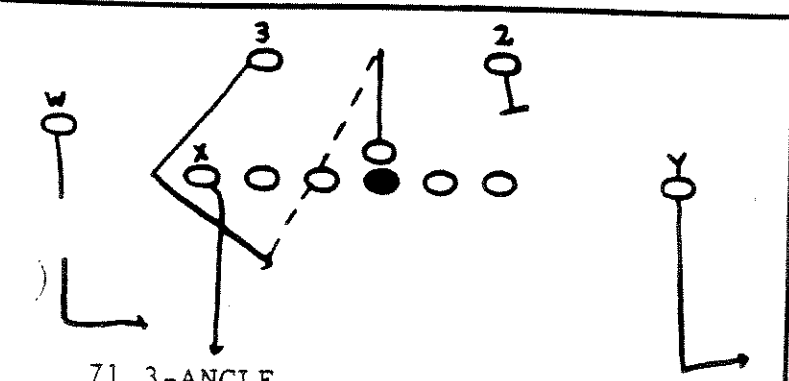
70 Y-POST



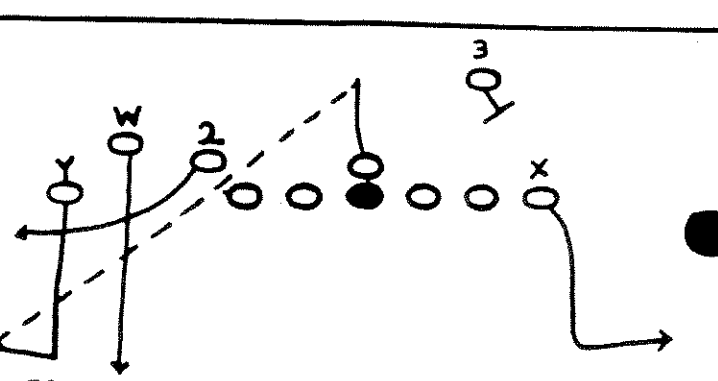
70 AGG W-QUICK OUT



70 AGG W-SHORT POST

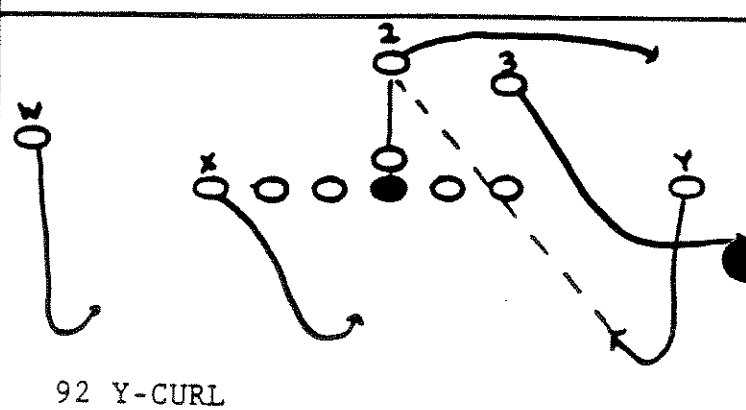
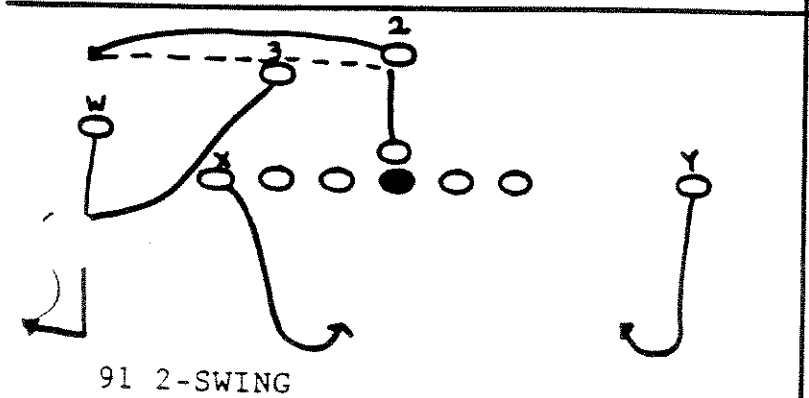
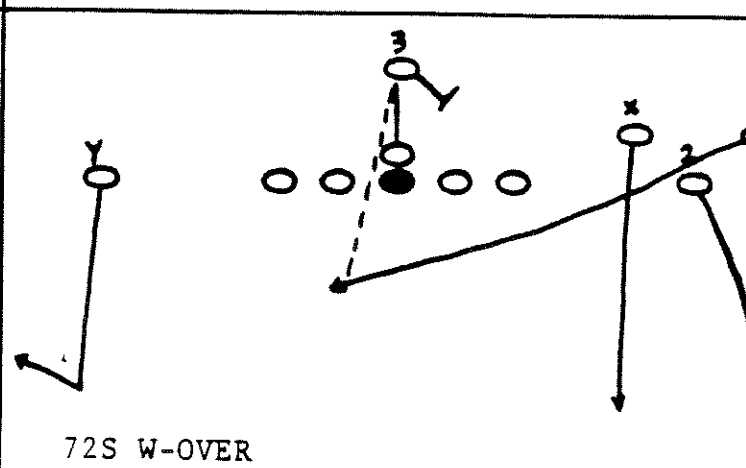
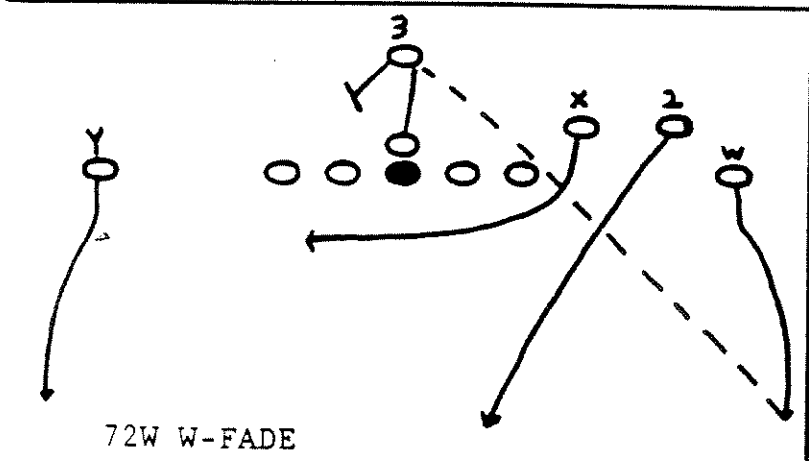
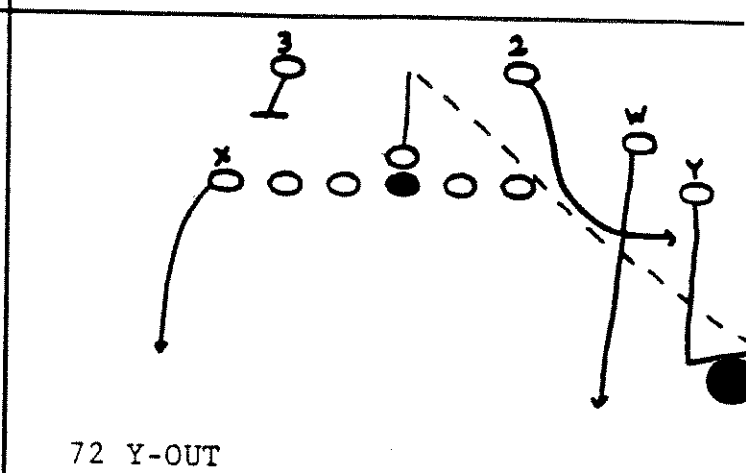
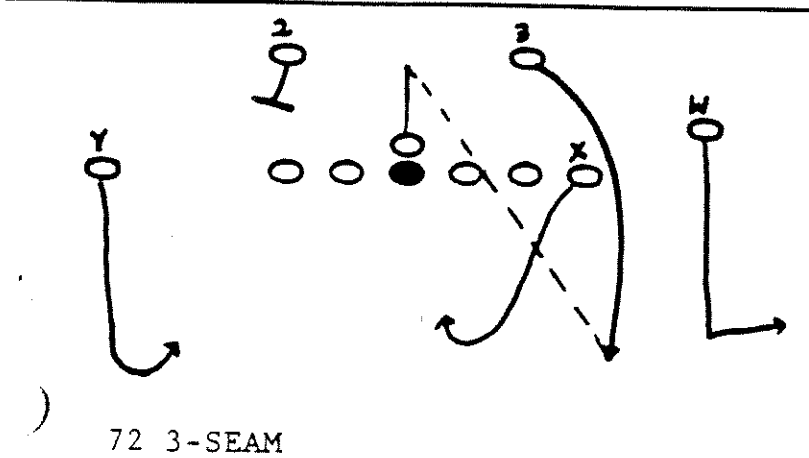
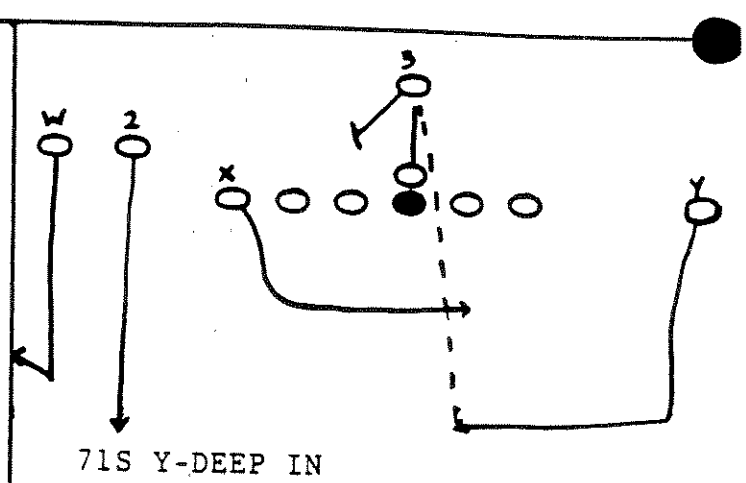
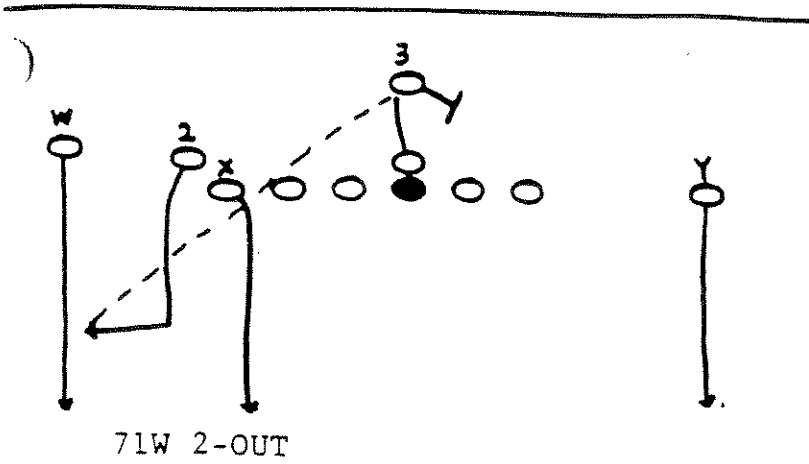


71 3-ANGLE

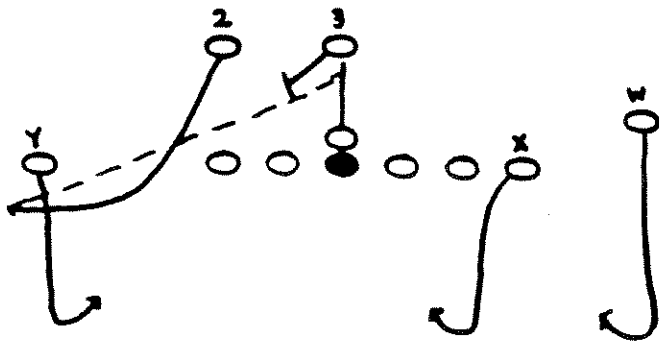


71 Y-OUT

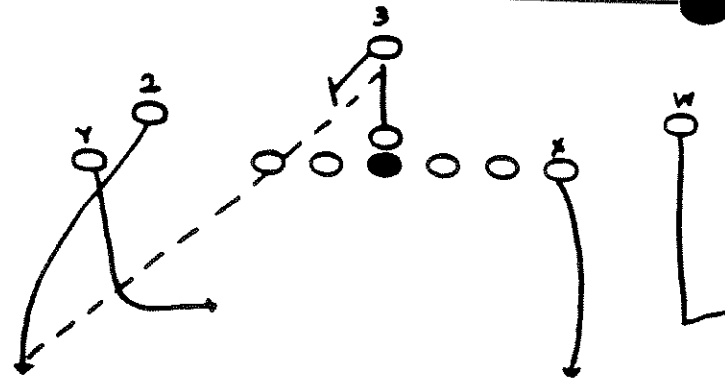
# DROP BACK PASS



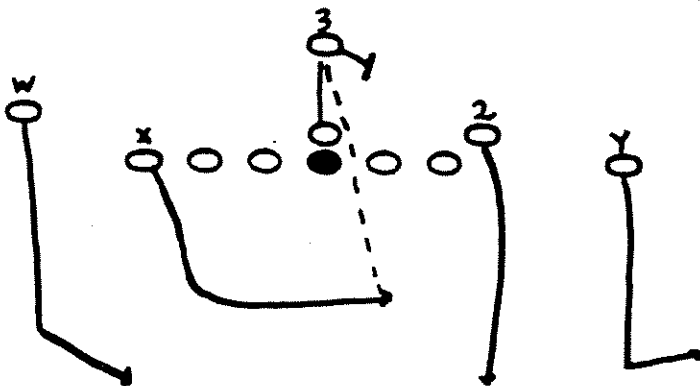
# DROP BACK PASS



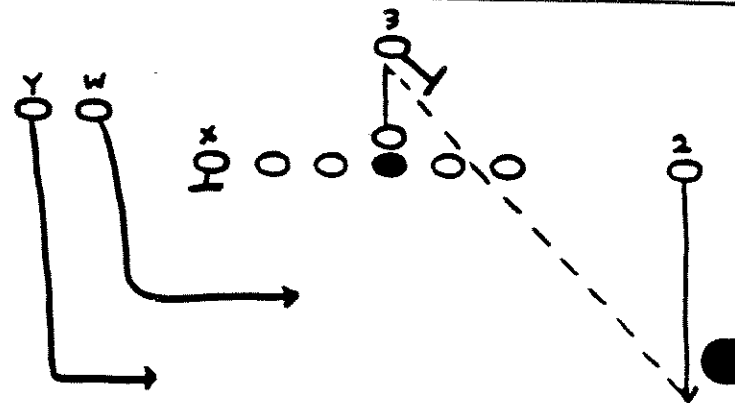
61 2-FLAT



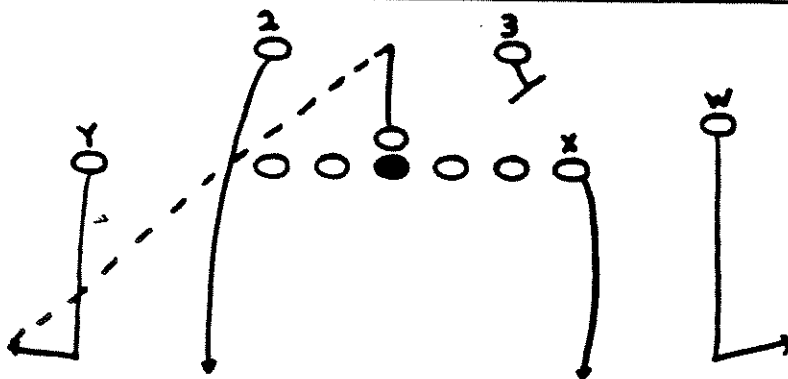
61 2-WHEEL



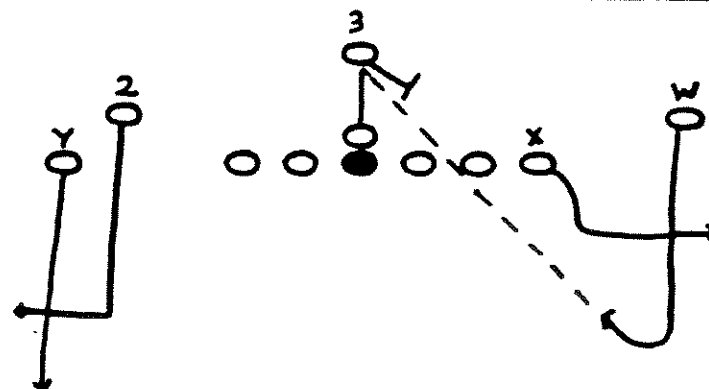
62 X-CROSS



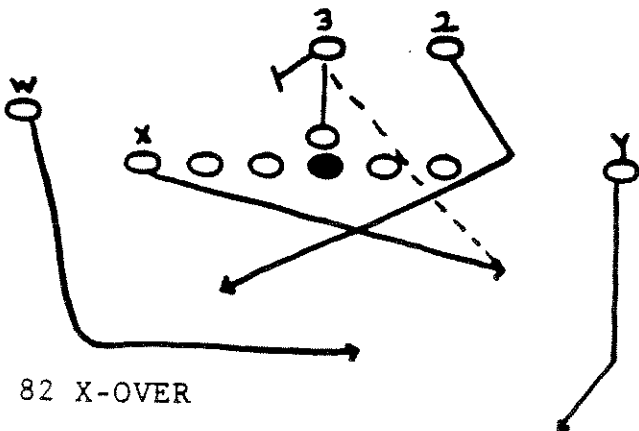
62 2-FLY



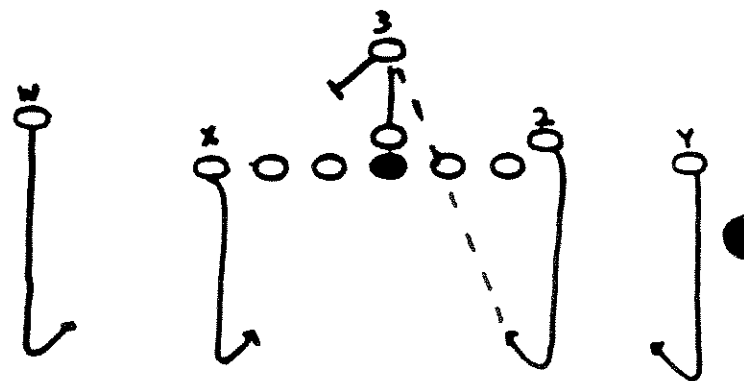
81 Y-OUT



81 W-CURL



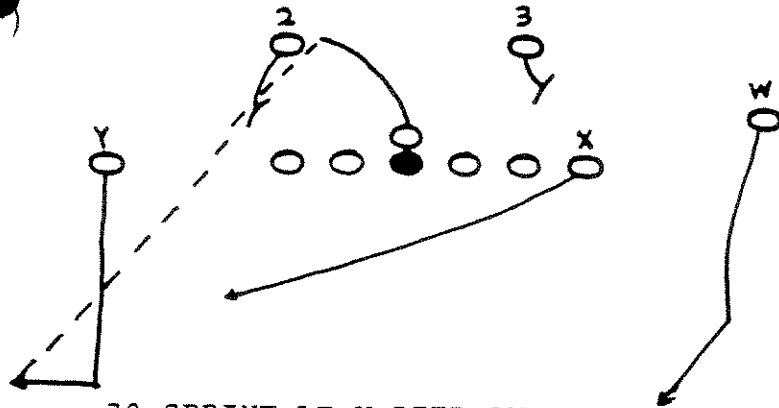
82 X-OVER



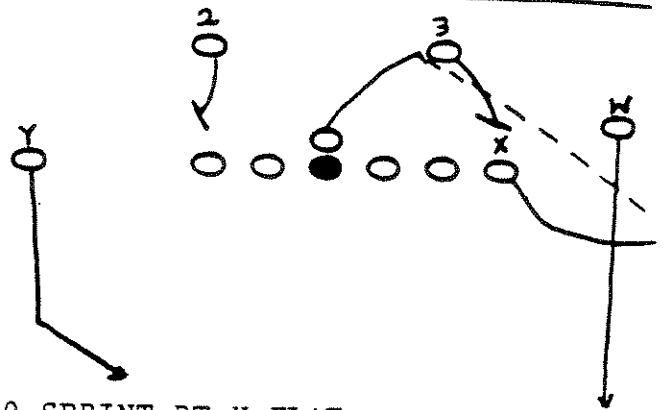
82 2-CURL



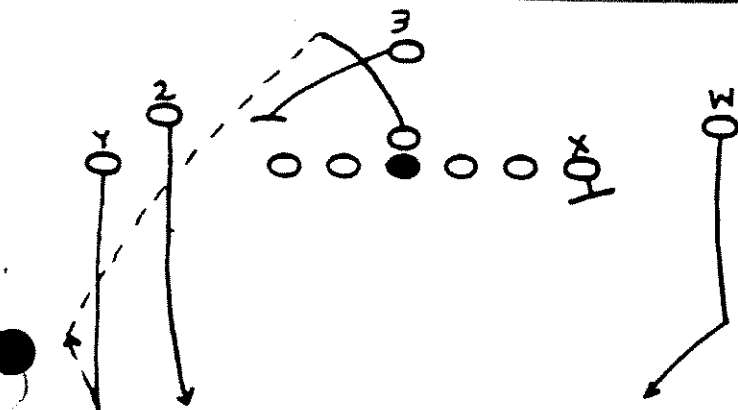
# SPRINT AND DASH ACTION



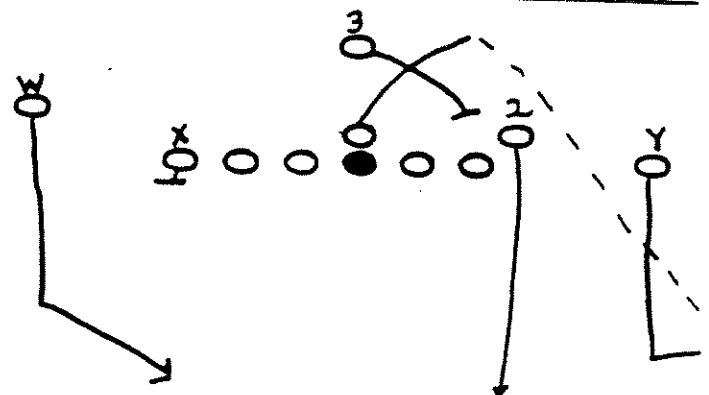
70 SPRINT LT Y-DEEP OUT



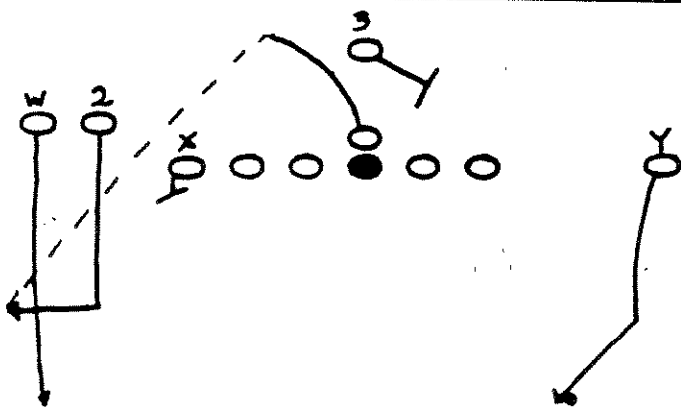
70 SPRINT RT X-FLAT



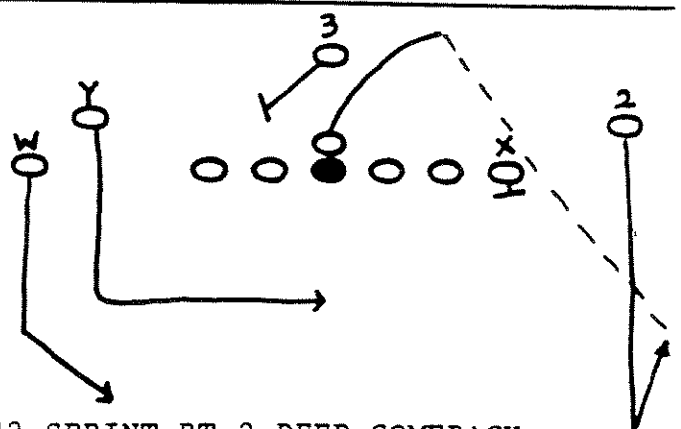
61 SPRINT LT Y-DEEP COMEBACK



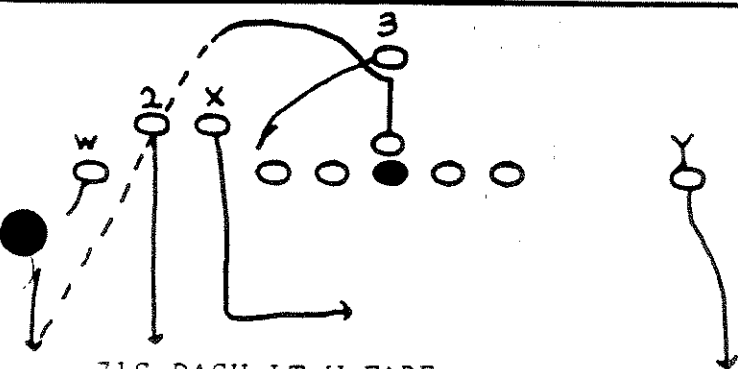
62 SPRINT RT Y-OUT



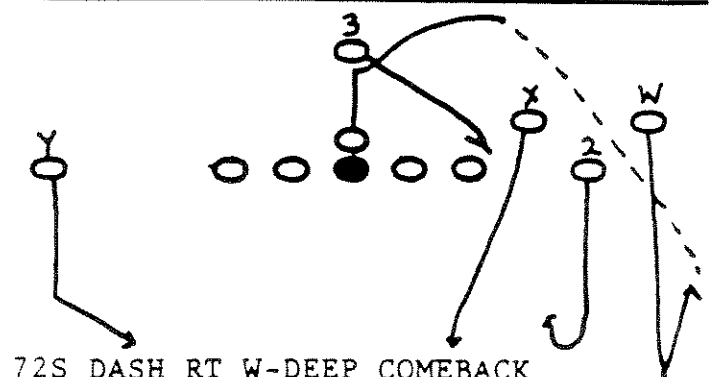
81 SPRINT LT 2-OUT



82 SPRINT RT 2-DEEP COMEBACK



71S DASH LT W-FADE



72S DASH RT W-DEEP COMEBACK

## POSITION DESCRIPTIONS

Although there are many constants in the description of the different defensive positions, they will vary somewhat in the different packages that we run. You must know your position description in the different packages to communicate about the scheme.

You will be asked to play, at times, other positions; therefore, you must know the entire scheme assignments and know "who you are" within the scheme.

The position descriptions for all of our REGULAR (7-MAN FRONTS) and (10 and 4) 8-MAN FRONTS are the same. The variations are in the 46 FRONTS and the 34 FRONTS.

The REGULAR (7-MAN FRONTS) that are the same in terms of position descriptions are: 4-3

OVER

OVERSLIDE

UNDER

SWIM

4-4

The (10 and 4) 8-MAN FRONTS that are the same in terms of position descriptions are: 4-3 (10)

4-3 (4)

OVER (10)

The position descriptions for these fronts are:

LE - LEFT END

LC - LEFT CORNER

LT - LEFT TACKLE

S/S - STRONG SAFETY

RT - RIGHT TACKLE

W/S - WEAK SAFETY

RE - RIGHT END

RC - RIGHT CORNER

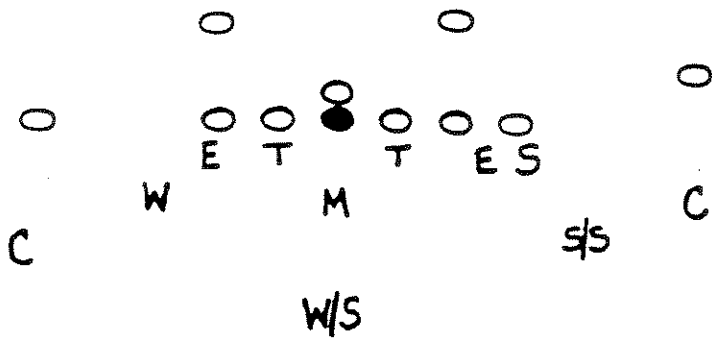
SAM - STRONG-SIDE LB'ER

MIKE - MIDDLE LB'ER

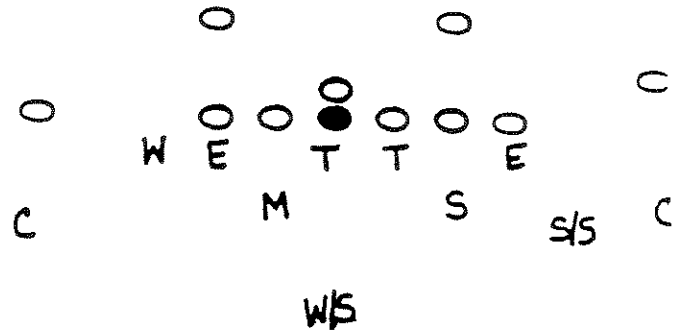
WILL - WEAK-SIDE LB'ER

# POSITION DESCRIPTIONS

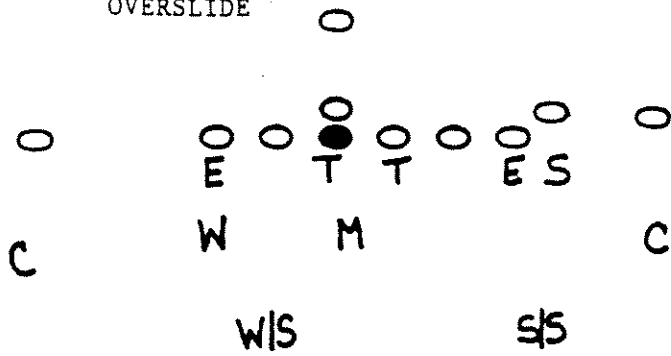
4-3



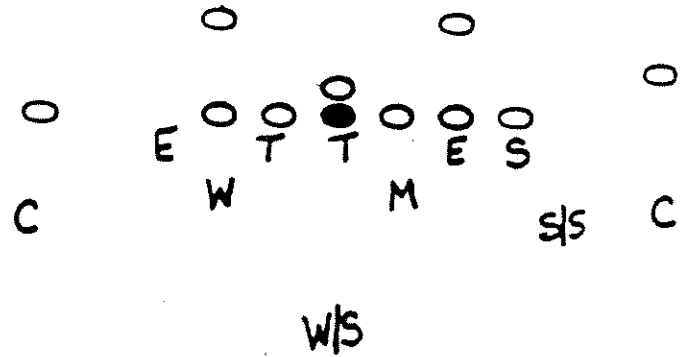
OVER



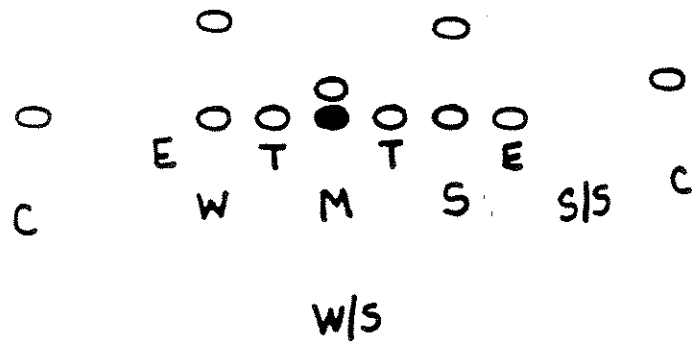
OVERSLIDE



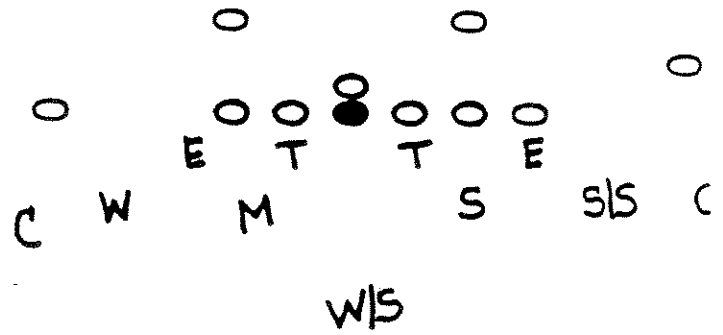
UNDER



SWIM



4-4



# POSITION DESCRIPTIONS

4-3 (10)

W E T T E S  
M \$  
W/S

4-3 (4)

W E T T E S  
W/S M \$

OVER (10)

W E T T E S  
M \$  
W/S

○ ○ ● ○ ○

○ ○ ● ○ ○

○ ○ ● ○ ○

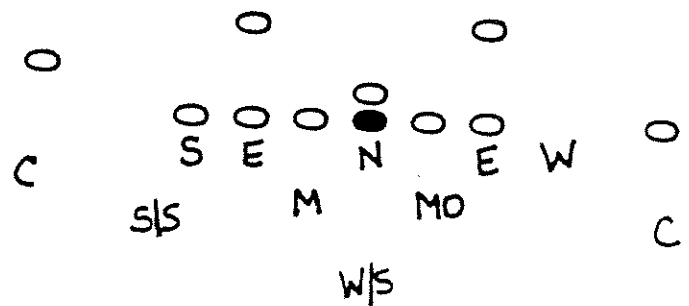
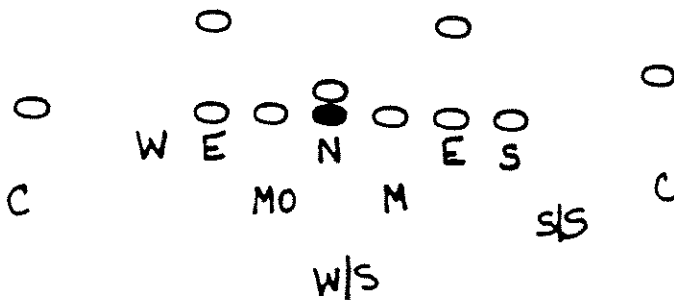
○ ○ ● ○ ○

○ ○ ● ○ ○

The position descriptions change slightly in the 34 defense and the 46 defense  
In the 34 defense, the position descriptions are:

LE - LEFT END  
NT - NOSE TACKLE  
RE - RIGHT END  
WILL - RIGHT END  
SAM - LEFT LB'ER  
MIKE - MIDDLE LB'ER  
MO - RIGHT LB'ER

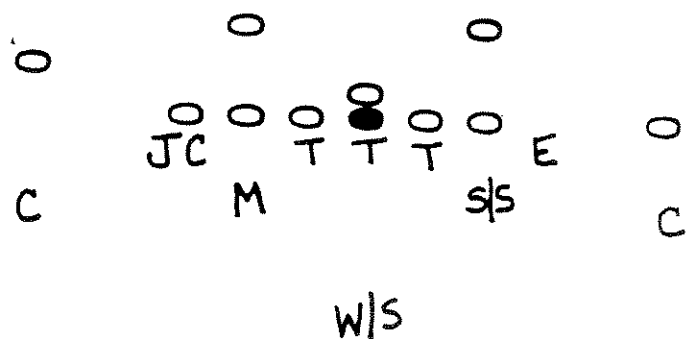
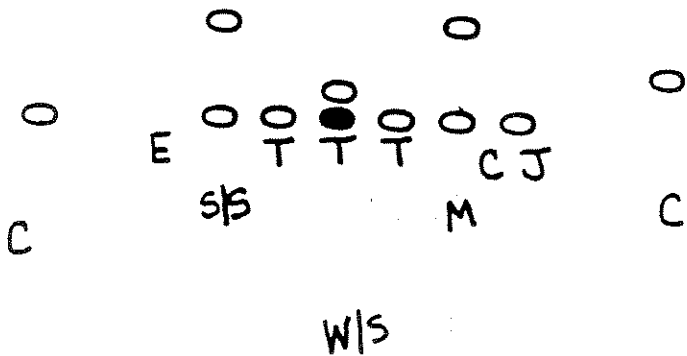
LC - LEFT CORNER  
S/S - STRONG SAFETY  
W/S - WEAK SAFETY  
RC - RIGHT CORNER



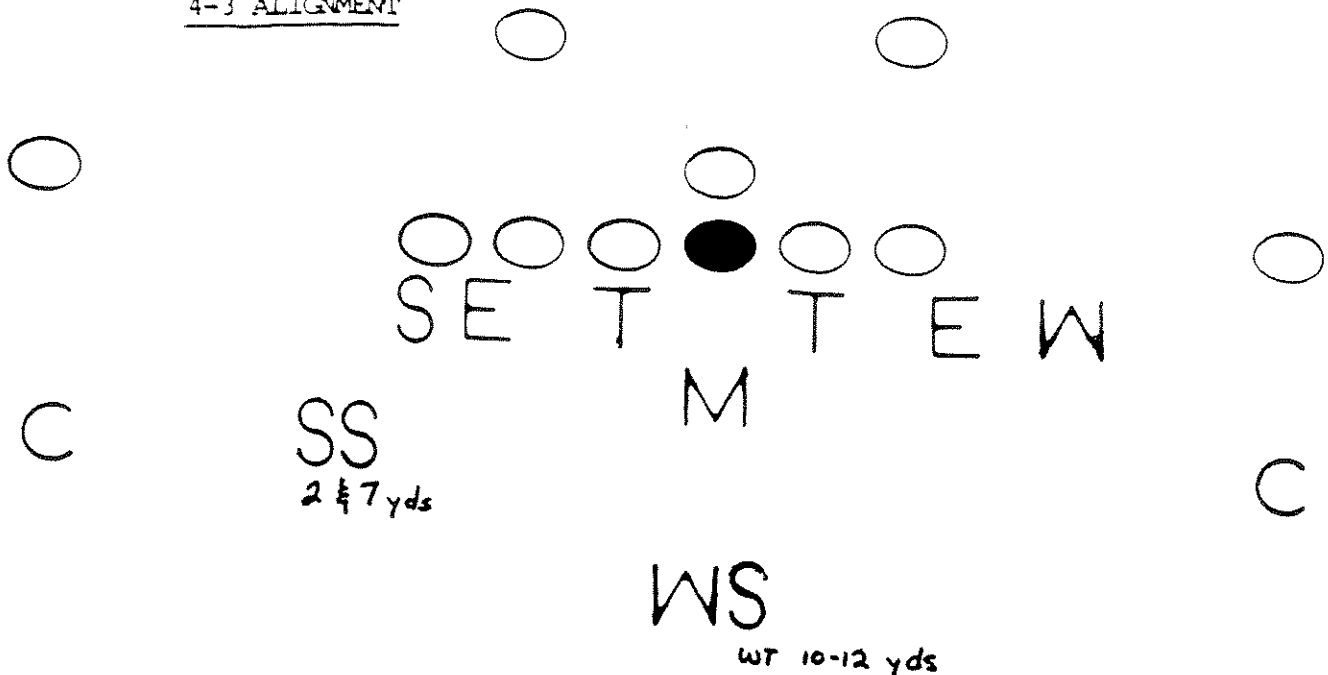
In the 46 defense, the position descriptions are:

LT - TO BE DESIGNATED  
NT - TO BE DESIGNATED  
RT - TO BE DESIGNATED  
END - TO BE DESIGNATED  
JACK - LEFT LB'ER  
CHARLEY - RIGHT LB'ER  
MIKE - MIDDLE LB'ER

LC - LEFT CORNER  
S/S - STRONG SAFETY  
W/S - WEAK SAFETY  
RC - RIGHT CORNER



4-3 ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: 6" OUTSIDE STRONG OFF. TACKLE

STRONG TACKLE: HEAD UP WITH STRONG OFF. GUARD

WEAK TACKLE: HEAD UP WITH WEAK OFF. GUARD

WEAK END: OUTSIDE EYE OF WEAK OFF. TACKLE

LINEBACKERS

SAM: HEAD UP TO SLIGHTLY OUTSIDE SHADE OF TIGHT END, ON THE LINE OF SCRIMPAGE

MIKE: HEAD UP WITH THE CENTER, 4 YARDS OFF THE LINE OF SCRIMPAGE

WILL: 2 YARDS OUTSIDE THE WEAK OFF. TACKLE, ON THE LINE OF SCRIMPAGE  
(EXCEPTION: NO BACK IN THE FULLBACK POSITION ALIGN 2 x 2)

SECONDARY

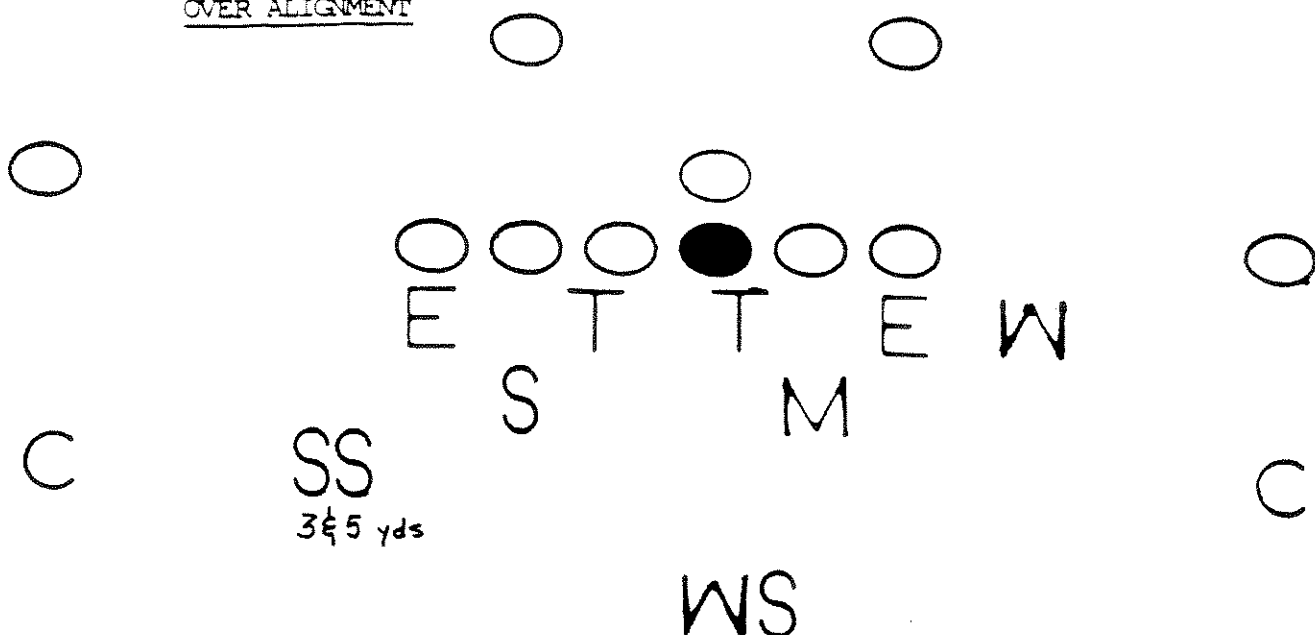
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

STRONG SAFETY: 2 YARDS OUTSIDE THE TIGHT END AND 7 YARDS OFF THE LINE OF SCRIMPAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMPAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

OVER ALIGNMENT



WK B-GAP  
10-12 yds

DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE TIGHT END

STRONG TACKLE: OUTSIDE EYE OF THE STRONG OFF. GUARD

WEAK TACKLE: SHADE SLIGHTLY TO THE WEAK SIDE OF CENTER

WEAK END: HEAD UP WITH THE WEAK OFF. TACKLE

LINEBACKERS

SAM: HEAD UP WITH THE STRONG OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMMAGE

MIKE: HEAD UP WITH THE WEAK OFF. GUARD, 4 YARDS OFF THE LINE OF SCRIMMAGE

WILL: 2 YARDS OUTSIDE THE WEAK OFF. TACKLE, ON THE LINE OF SCRIMMAGE

SECONDARY

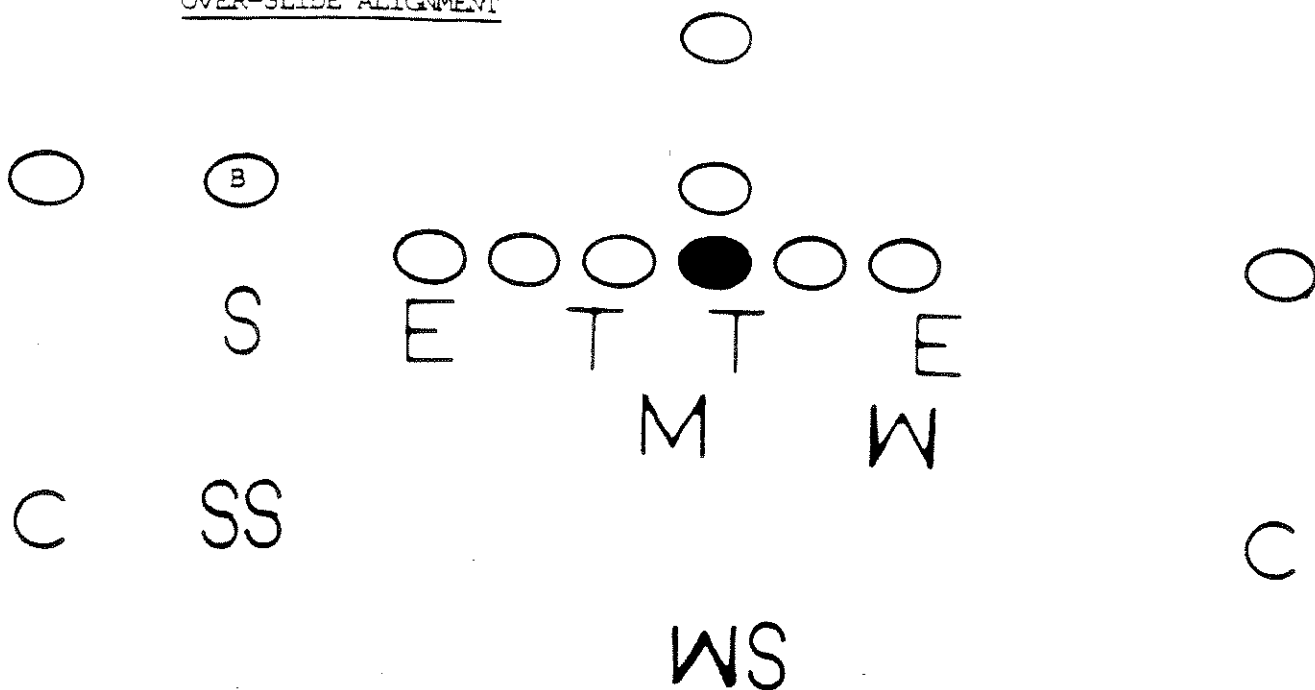
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

STRONG SAFETY: 2 YARDS OUTSIDE THE TIGHT END AND 7 YARDS OFF THE LINE OF SCRIMMAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMMAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

OVER-SLIDE ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE TIGHT END

STRONG TACKLE: OUTSIDE EYE OF THE STRONG OFF. GUARD

WEAK TACKLE: SHADE SLIGHTLY TO THE WEAK SIDE OF CENTER

WEAK END: OUTSIDE EYE OF WEAK OFF. TACKLE

LINEBACKERS

SAM: HEAD UP ON #2 STRONG, ON THE LINE OF SCRIMPAGE

MIKE: SHADE SLIGHTLY TO THE STRONG SIDE OF CENTER, 4 YARDS OFF THE LINE OF SCRIMPAGE

WILL: HEAD UP WITH THE WEAK OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMPAGE

SECONDARY

STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

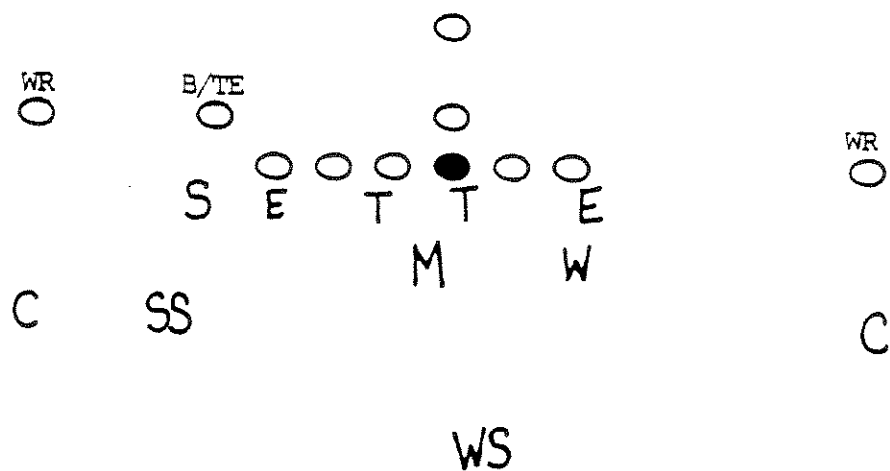
STRONG SAFETY: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMPAGE

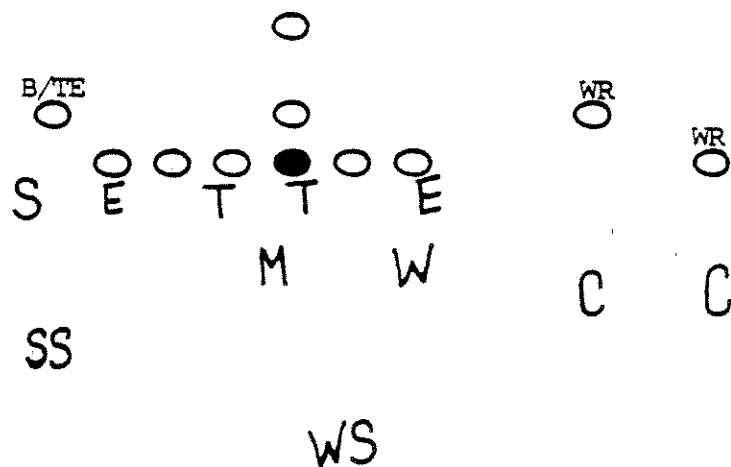
WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE



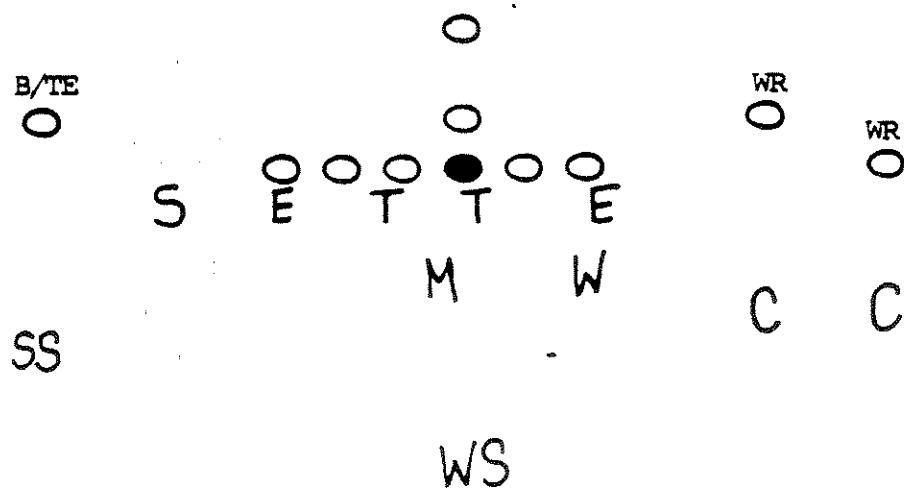
# OVER-SLIDE ALIGNMENT VS. 1-BACK FORMATIONS



TWIN LEFT

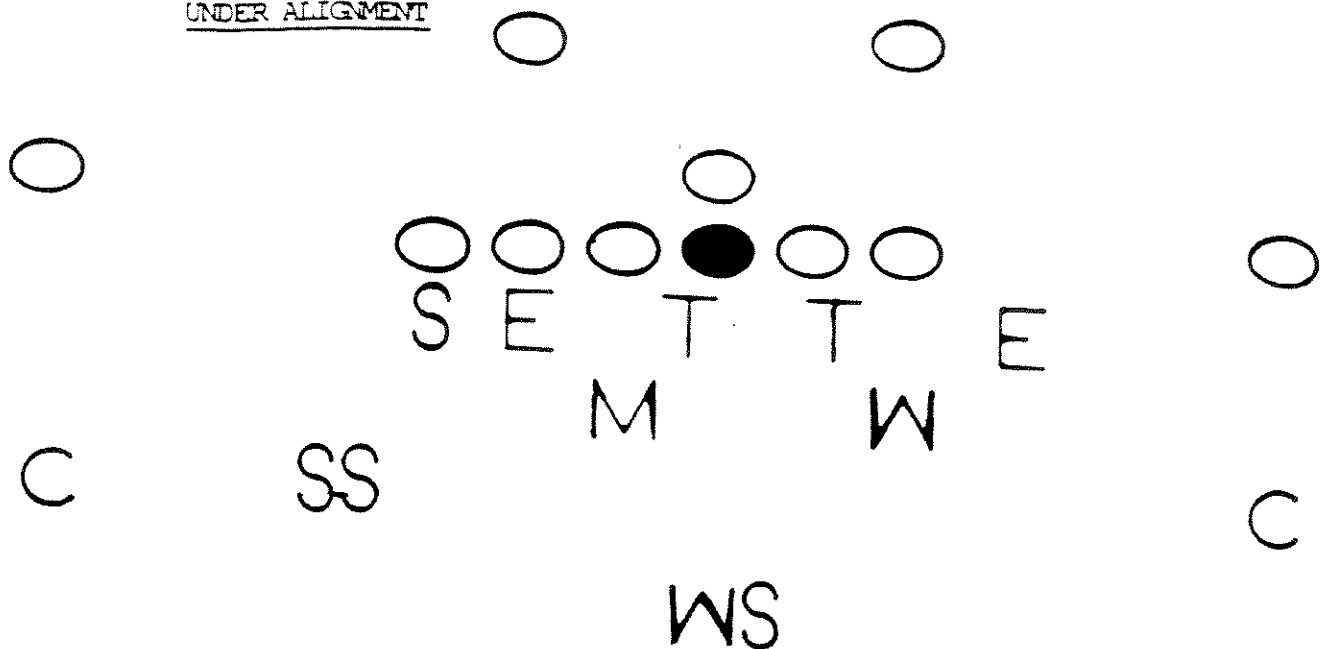


TWIN LEFT FLOP



TWIN OPEN LEFT FLOP

UNDER ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE STRONG OFF. TACKLE

STRONG TACKLE: SHADE SLIGHTLY TO THE STRONG SIDE OF CENTER

WEAK TACKLE: OUTSIDE EYE OF THE WEAK OFF. GUARD

WEAK END: 1 YARD OUTSIDE THE WEAK OFF. TACKLE

LINEBACKERS

SAM: HEAD UP WITH THE TIGHT END, ON THE LINE OF SCRIMPAGE

MIKE: HEAD UP WITH THE STRONG OFF. GUARD, 4 YARDS OFF THE LINE OF SCRIMPAGE

WILL: HEAD UP WITH THE WEAK OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMPAGE

SECONDARY

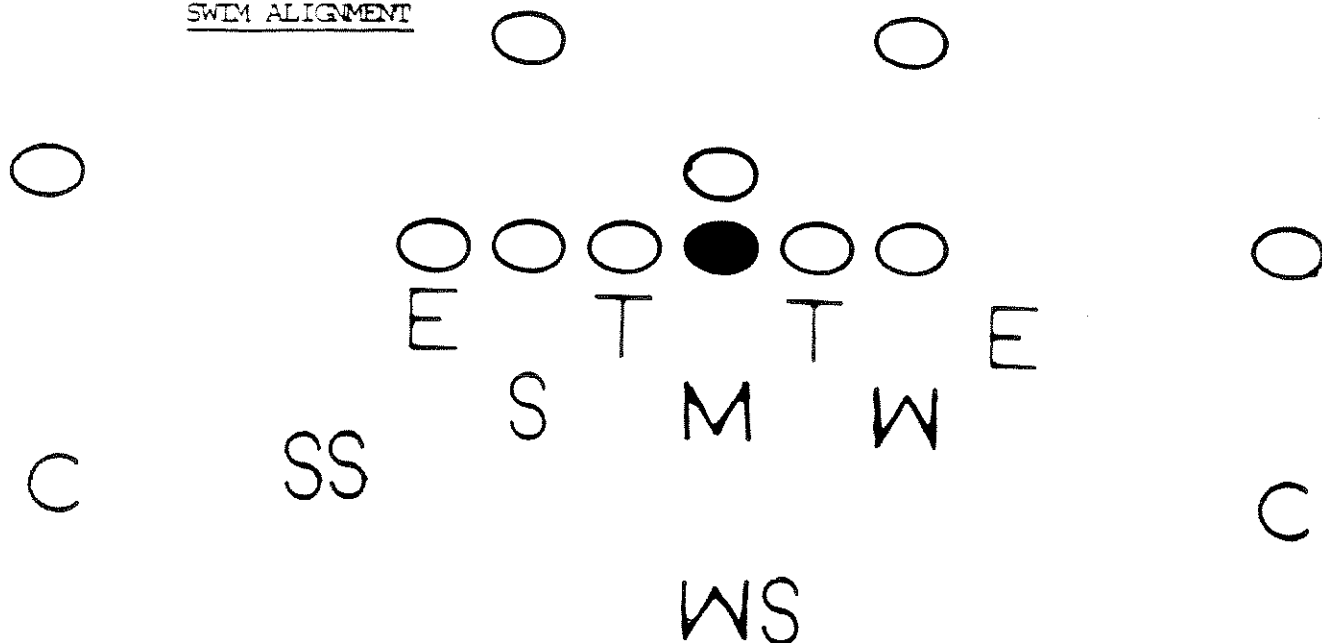
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

STRONG SAFETY: 2 YARDS OUTSIDE THE TIGHT END AND 7 YARDS OFF THE LINE OF SCRIMPAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMPAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

SWIM ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE TIGHT END

STRONG TACKLE: HEAD UP WITH THE STRONG OFF. GUARD

WEAK TACKLE: HEAD UP WITH THE WEAK OFF. GUARD

WEAK END: 1 YARD OUTSIDE THE WEAK OFF. TACKLE

LINEBACKERS

SAM: HEAD UP WITH THE STRONG OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMMAGE

MIKE: HEAD UP WITH THE CENTER, 4 YARDS OFF THE LINE OF SCRIMMAGE

WILL: HEAD UP WITH THE WEAK OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMMAGE

SECONDARY

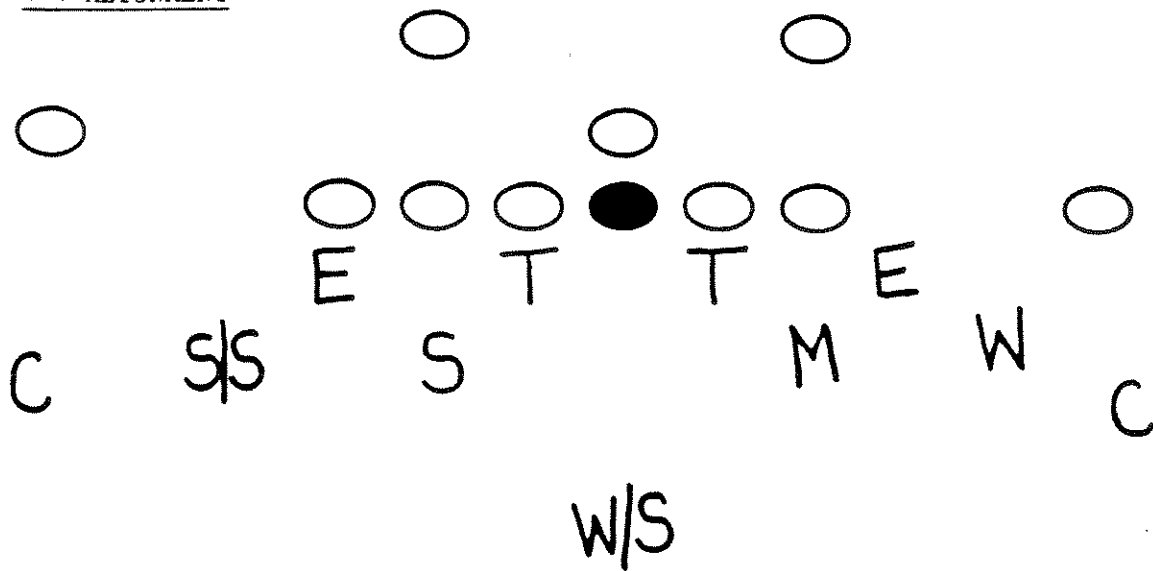
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

STRONG SAFETY: 2 YARDS OUTSIDE THE TIGHT END AND 7 YARDS OFF THE LINE OF SCRIMMAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OF THE LINE OF SCRIMMAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

4-4 ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE TIGHT END

STRONG TACKLE: HEAD UP WITH THE STRONG OFF. GUARD

WEAK TACKLE: HEAD UP WITH THE WEAK OFF. GUARD

WEAK END: 1 YARD OUTSIDE THE WEAK OFF. TACKLE

LINEBACKERS

SAM: HEAD UP ON THE STRONG OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMMAGE

MIKE: HEAD UP ON THE WEAK OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMMAGE

WILL: OUTSIDE IN A "WALK" POSITION, 5 YARDS OFF THE LINE OF SCRIMMAGE

SECONDARY

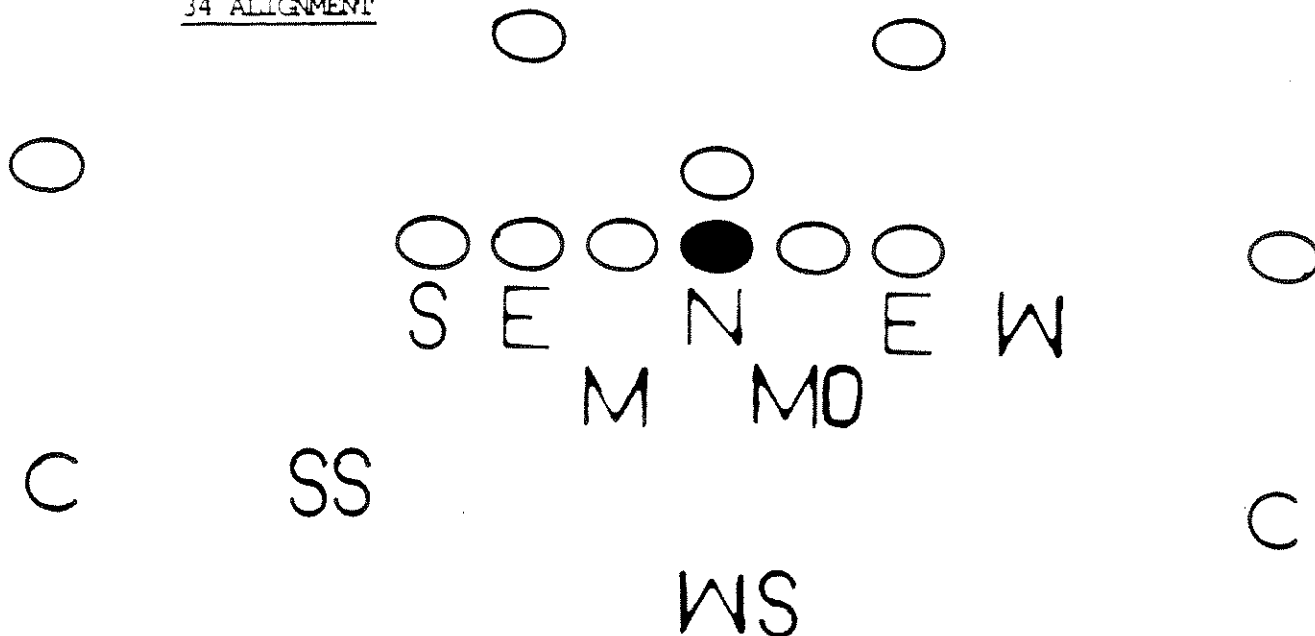
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

STRONG SAFETY: 2 YARDS OUTSIDE THE TIGHT END AND 7 YARDS OFF THE LINE OF SCRIMMAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMMAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

34 ALIGNMENT



DEFENSIVE LINEMEN

STRONG END (LEFT END): HEAD UP WITH THE STRONG OFF. TACKLE

NOSEGUARD (LEFT TACKLE): HEAD UP WITH THE CENTER

WEAK END (RIGHT TACKLE): HEAD UP WITH THE WEAK OFF. TACKLE

WILL (RIGHT END): 2 YARDS OUTSIDE THE WEAK OFF. TACKLE, ON THE LINE OF SCRIMMAGE

LINEBACKERS

SAM (LEFT LB): HEAD UP WITH THE TIGHT END, ON THE LINE OF SCRIMMAGE

MIKE (MIDDLE LB): HEAD UP WITH THE STRONG OFF. GUARD, 4 YARDS OFF THE LINE OF SCRIMMAGE

MO (RIGHT LB): HEAD UP WITH THE WEAK OFF. GUARD, 4 YARDS OFF THE LINE OF SCRIMMAGE

SECONDARY

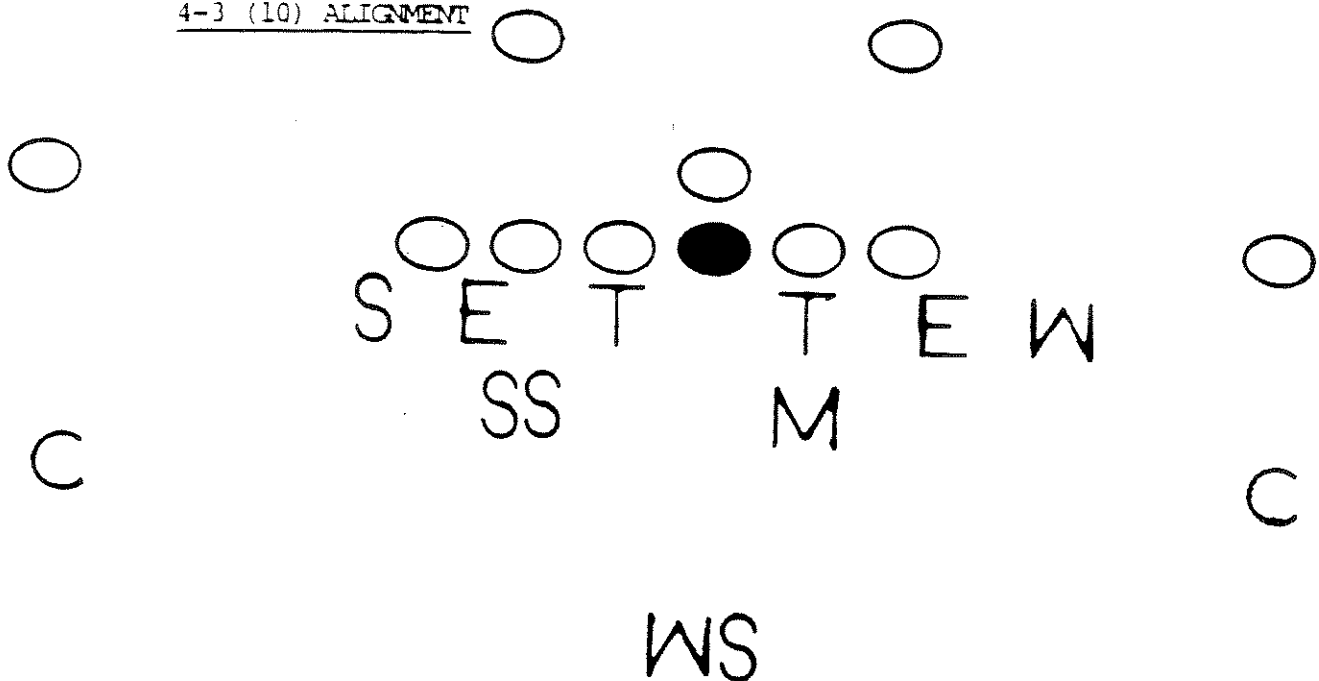
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

STRONG SAFETY: 2 YARDS OUTSIDE THE TIGHT END AND 7 YARDS OFF THE LINE OF SCRIMMAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMMAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

4-3 (10) ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: 6" OUTSIDE STRONG OFF. TACKLE

STRONG TACKLE: HEAD UP WITH THE STRONG OFF. GUARD

WEAK TACKLE: HEAD UP WITH THE WEAK OFF. GUARD

WEAK END: OUTSIDE EYE OF WEAK OFF. TACKLE

LINEBACKERS

SAM: 1 YARD OUTSIDE THE TIGHT END, ON THE LINE OF SCRIMPAGE

MIKE: HEAD UP WITH THE WEAK OFF. GUARD, 4 YARDS OFF THE LINE OF SCRIMPAGE

WILL: 2 YARDS OUTSIDE THE WEAK OFF. TACKLE, ON THE LINE OF SCRIMPAGE

SECONDARY

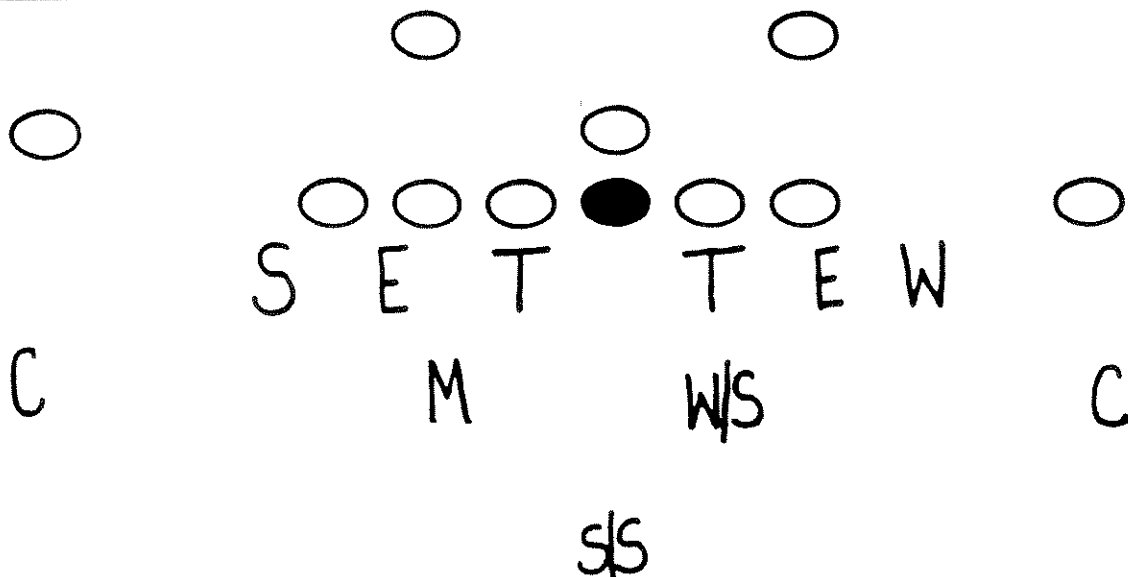
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

STRONG SAFETY: HEAD UP WITH THE STRONG OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMPAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMPAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

4-3 (4) ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: 6" OUTSIDE THE STRONG OFF. TACKLE

STRONG TACKLE: HEAD UP WITH THE STRONG OFF. GUARD

WEAK TACKLE: HEAD UP WITH THE WEAK OFF. GUARD

WEAK END: OUTSIDE EYE OF THE WEAK OFF. TACKLE

LINEBACKERS

SAM: 1 YARD OUTSIDE THE TIGHT END, ON THE LINE OF SCRIMMAGE

MIKE: HEAD UP ON THE STRONG OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMMAGE

WILL: 2 YARDS OUTSIDE THE WEAK OFF. TACKLE, ON THE LINE OF SCRIMMAGE

SECONDARY

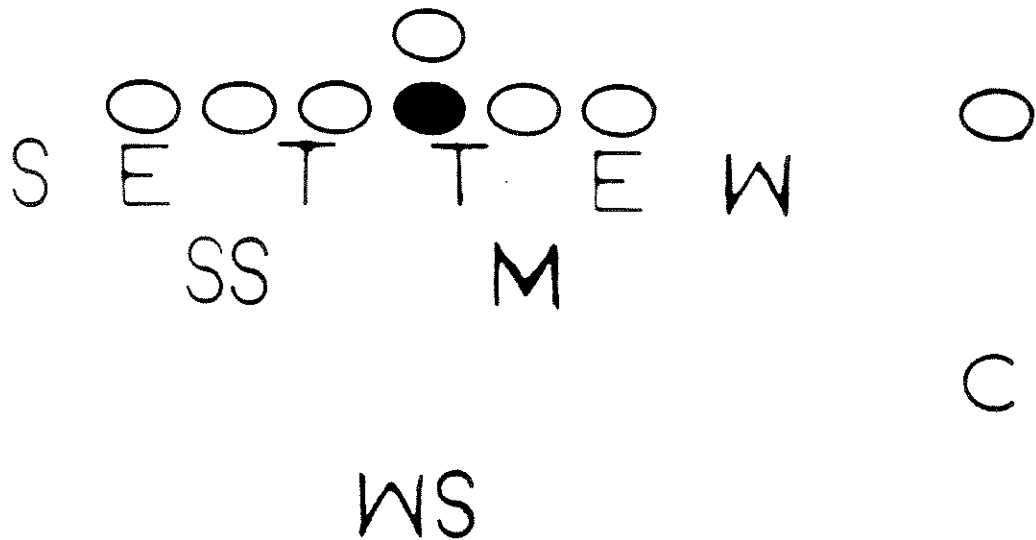
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

STRONG SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMMAGE

WEAK SAFETY: HEAD UP ON THE WEAK OFF. GUARD, 4 YARDS OFF THE LINE OF SCRIMMAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

OVER (10) ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE TIGHT END

STRONG TACKLE: OUTSIDE EYE OF THE STRONG OFF. GUARD

WEAK TACKLE: SHADE SLIGHTLY TO THE WEAK SIDE OF THE CENTER

WEAK END: HEAD UP WITH THE WEAK OFF. TACKLE

LINEBACKERS

SAM: 2 YARDS OUTSIDE THE TIGHT END, ON THE LINE OF SCRIMMAGE

MIKE: HEAD UP WITH THE WEAK OFF. GUARD, 4 YARDS OFF THE LINE OF SCRIMMAGE

WILL: 2 YARDS OUTSIDE THE WEAK OFF. TACKLE, ON THE LINE OF SCRIMMAGE

SECONDARY

STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

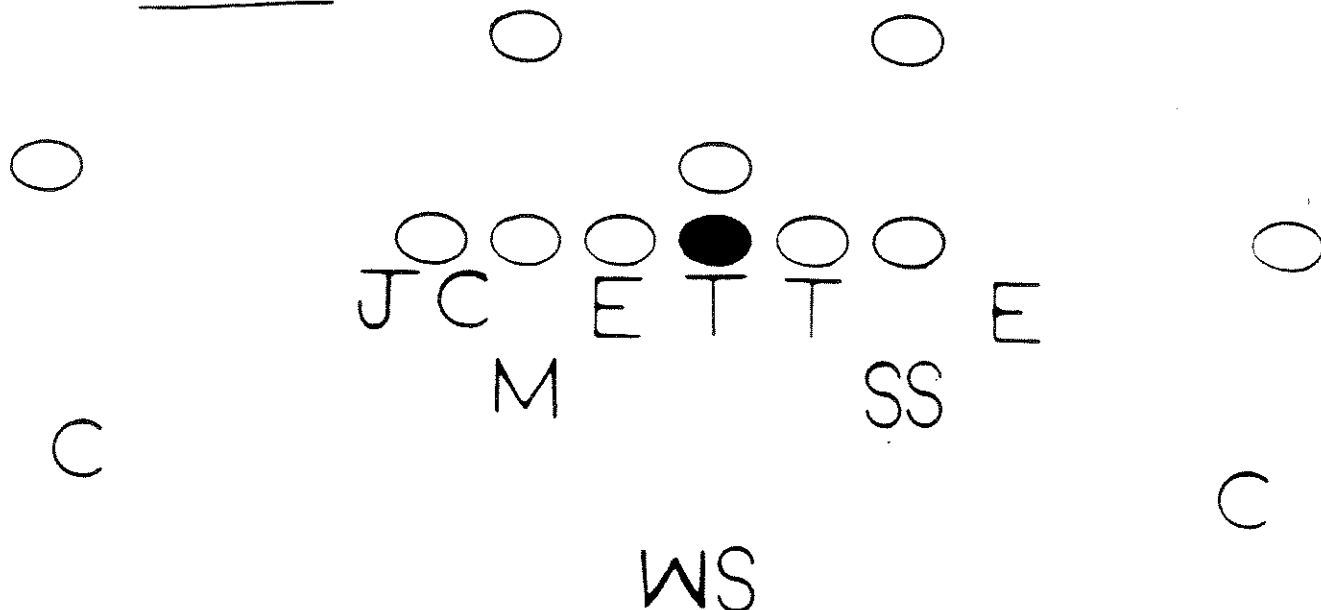
STRONG SAFETY: HEAD UP WITH THE STRONG OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMMAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMMAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE



46 ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE STRONG OFF. GUARD

NOSE TACKLE: HEAD UP WITH THE CENTER

WEAK TACKLE: HEAD UP WITH THE WEAK OFF. GUARD

WEAK END: 1 YARD OUTSIDE THE WEAK OFF. TACKLE

LINEBACKERS

JACK (LEFT LB): INSIDE FOOT ON OUTSIDE FOOT OF TIGHT END, ON THE LINE OF SCRIMMAGE

CHARLEY (RIGHT LB): OUTSIDE FOOT ON INSIDE FOOT OF TIGHT END, ON LINE OF SCRIMMAGE

MIKE (MIDDLE LB): HEAD UP WITH STRONG OFF. TACKLE. 4 YARDS OFF THE LINE OF SCRIMMAGE

SECONDARY

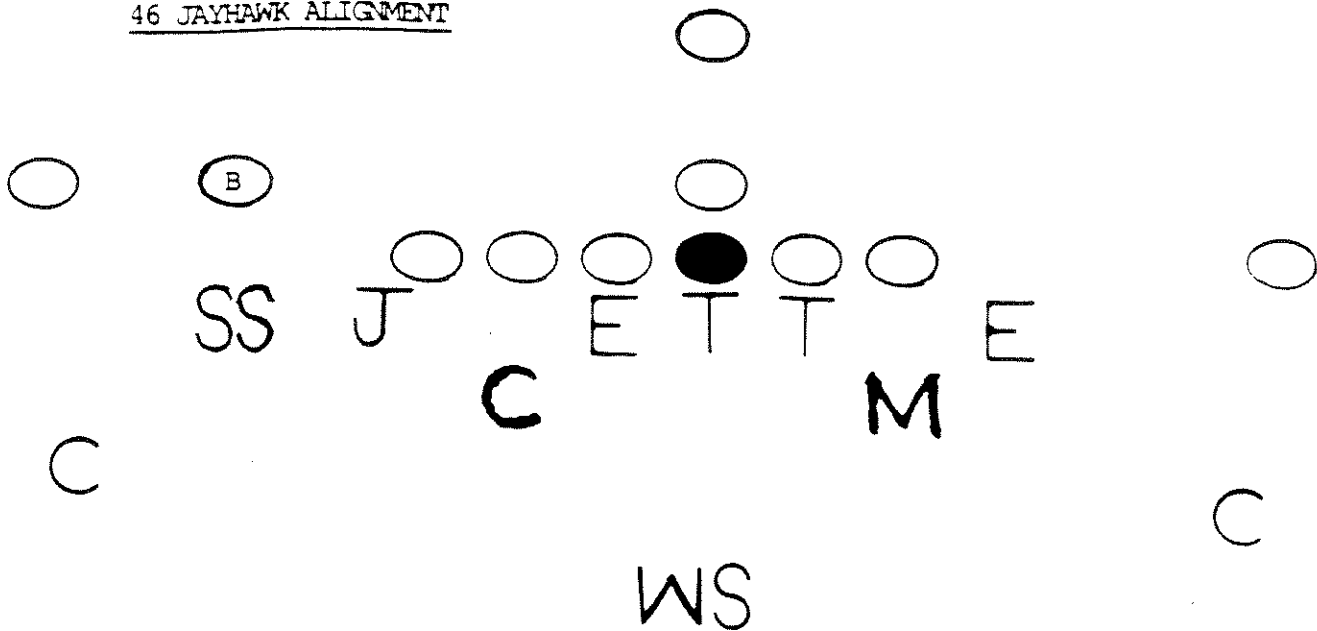
STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

STRONG SAFETY: HEAD UP WITH THE WEAK OFF. TACKLE, 4 YARDS OFF LINE OF SCRIMMAGE

WEAK SAFETY: FROM CENTER TO WEAK TACKLE, 8-10 YARDS OFF THE LINE OF SCRIMMAGE

WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMMAGE

46 JAYHAWK ALIGNMENT



DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE STRONG OFF. GUARD

NOSE TACKLE: HEAD UP WITH THE CENTER

WEAK TACKLE: HEAD UP WITH THE WEAK OFF. GUARD

WEAK END: 1 YARD OUTSIDE THE WEAK OFF. TACKLE

LINEBACKERS

JACK (LEFT LB): INSIDE FOOT ON OUTSIDE FOOT OF TIGHT END, ON THE LINE OF SCRIMPAGE

CHARLEY (RIGHT LB): HEAD UP WITH STRONG OFF. TACKLE, 4 YARDS OFF LINE OF SCRIMPAGE

MIKE (MIDDLE LB): HEAD UP WITH WEAK OFF. TACKLE, 4 YARDS OFF THE LINE OF SCRIMPAGE

SECONDARY

STRONG CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

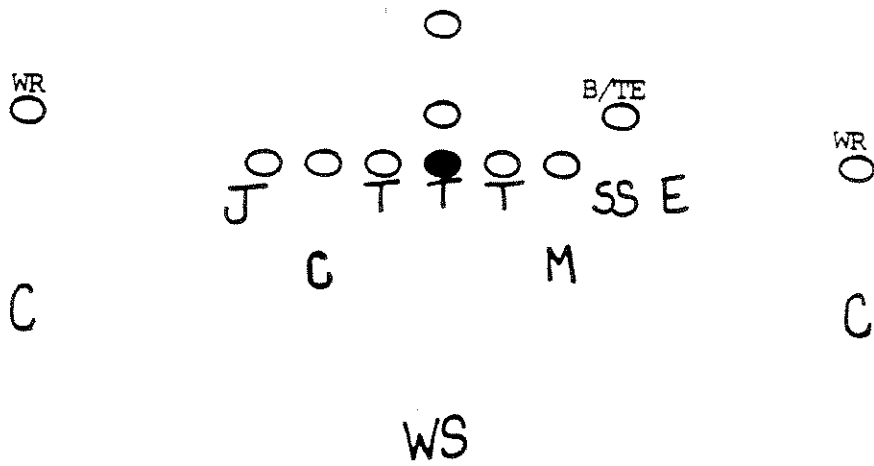
STRONG SAFETY: LINE UP ON THE BACK OR 3RD WIDE RECEIVER. DEPTH WILL VARY

WEAK SAFETY: FROM CENTER TO TACKLES, 8-10 YARDS OFF THE LINE OF SCRIMPAGE

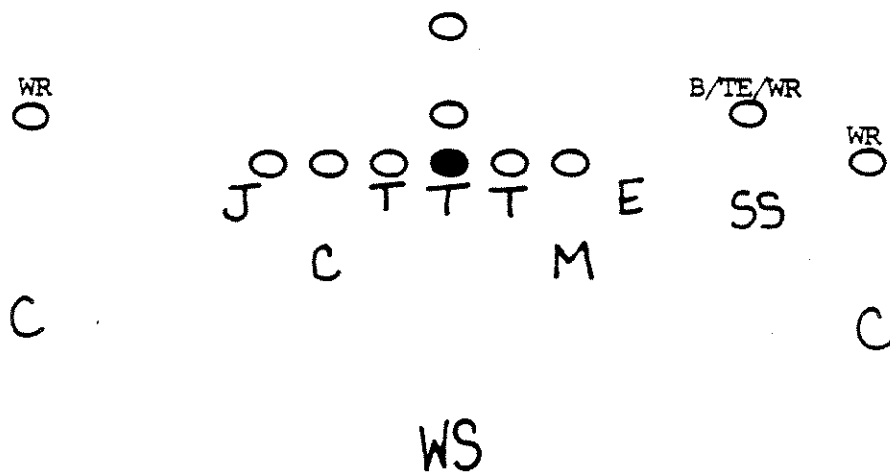
WEAK CORNER: 7-8 YARDS OFF THE LINE OF SCRIMPAGE

46 JAYHAWK

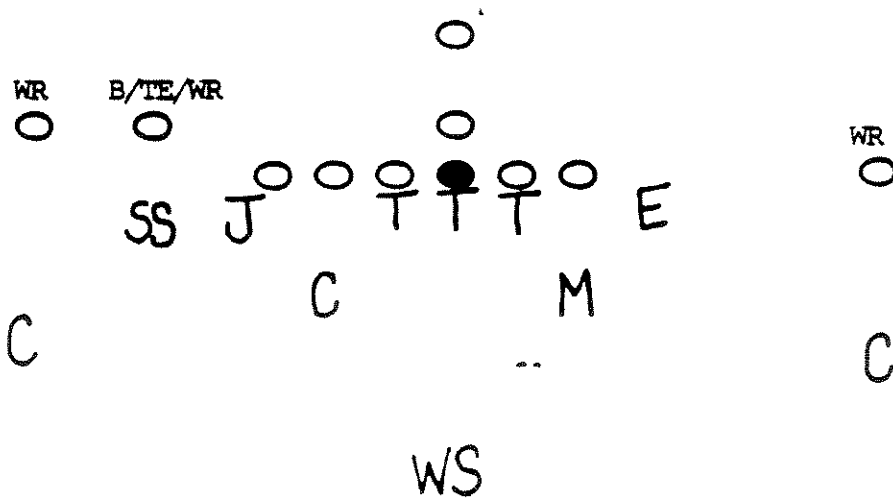
ALIGNMENT VS. 1-BACK FORMATIONS



JAYHAWK LEFT 2 OFF



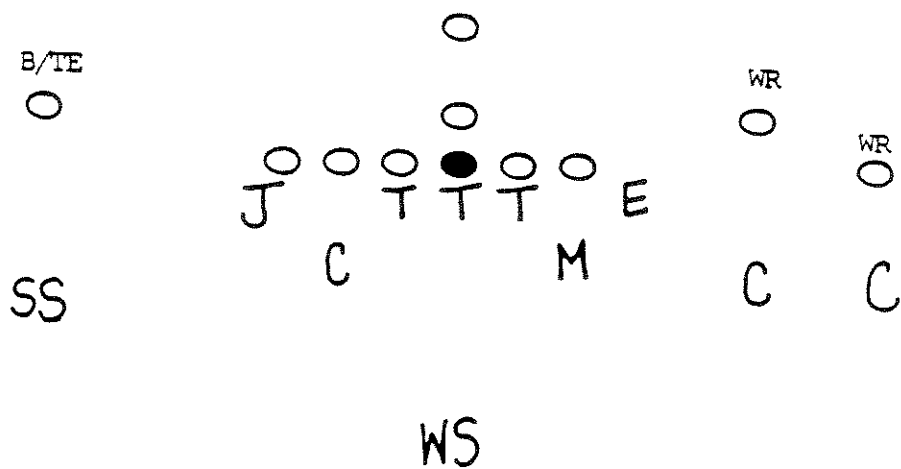
WHITE LEFT



TWIN OPEN LEFT

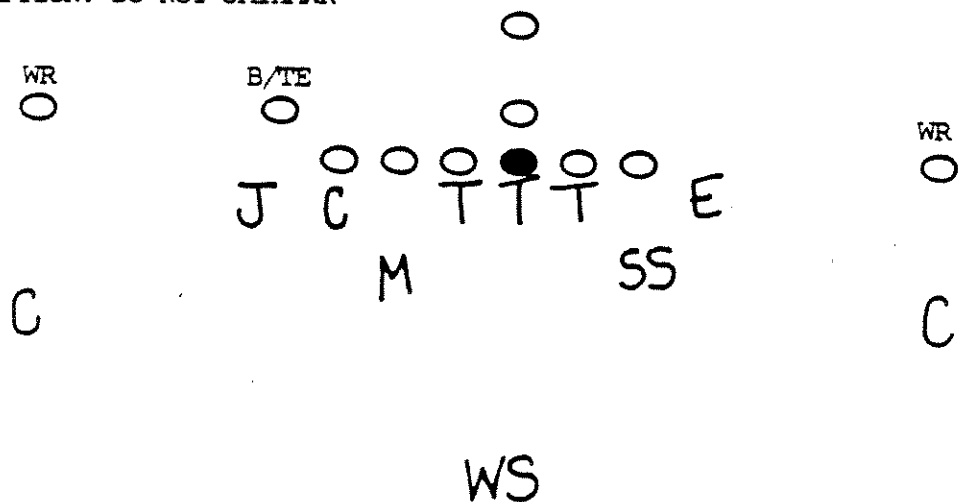
46 JAYHAWK

ALIGNMENT VS. 1-BACK FORMATIONS



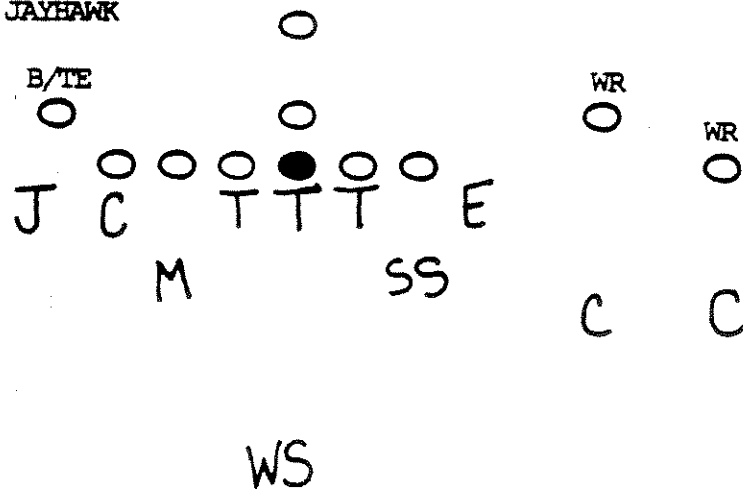
TWIN OPEN LEFT FLOP

EXCEPTION: DO NOT JAYHAWK



TWIN LEFT

EXCEPTION: DO NOT JAYHAWK

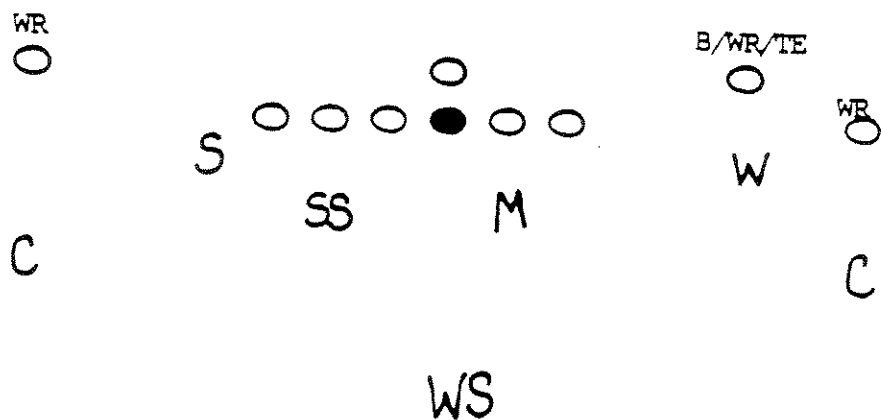


TWIN LEFT FLOP

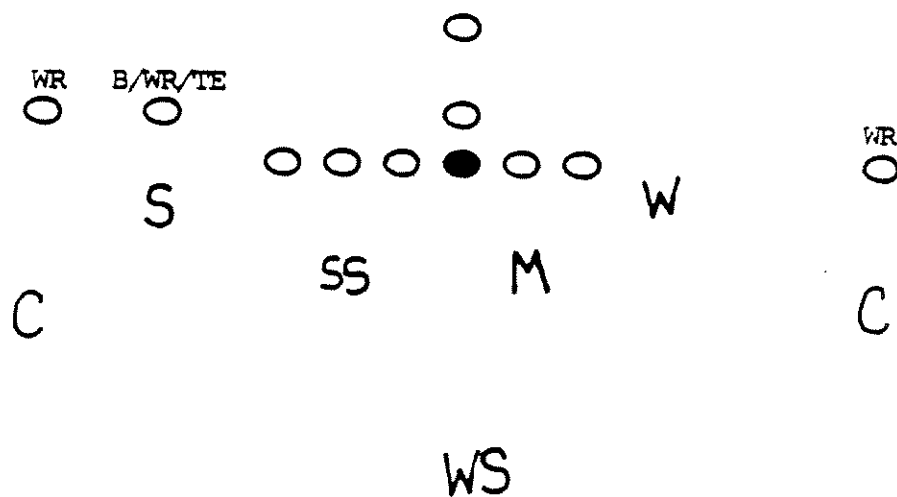
# ALIGNMENT VS. 1-BACK FORMATIONS

(10) 8-MAN FRONTS

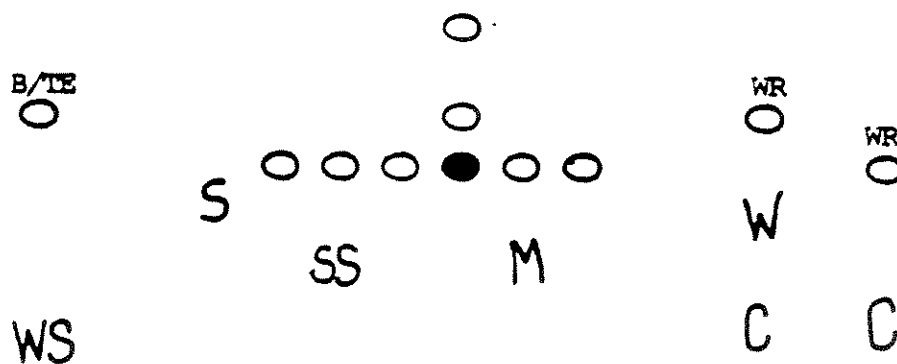
\*(4) IS THE SAME EXCEPT THE W/S IS UP WEAK AND THE S/S IS IN THE DEEP MIDDLE.



WHITE LEFT



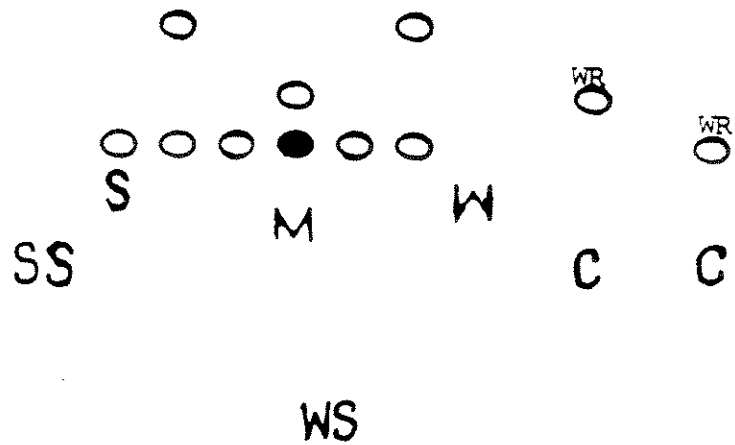
TWIN OPEN LEFT



TWIN OPEN LEFT FLOP

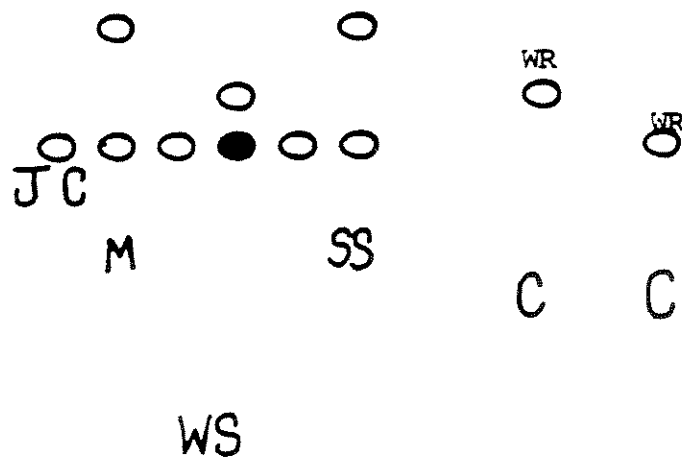
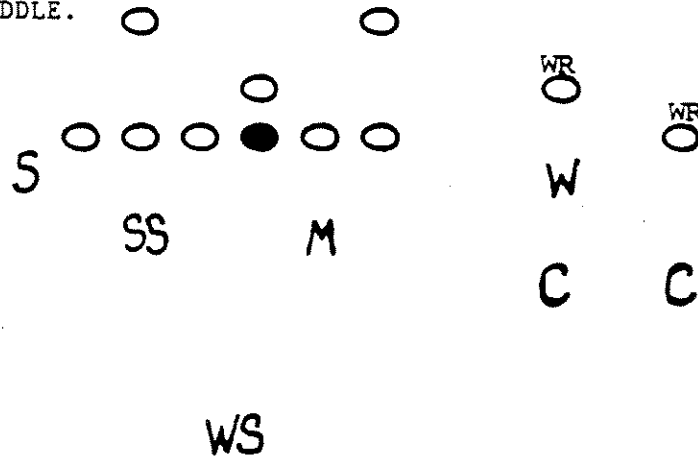
# ALIGNMENT VS. FLOP FORMATIONS

## REGULAR (7-MAN FRONTS)

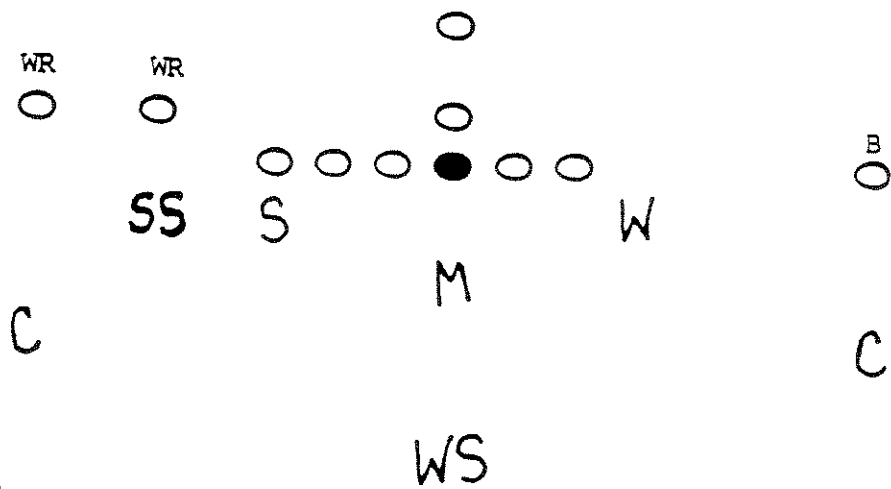


## (10) FRONTS

\*(4) IS THE SAME EXCEPT THE W/S IS UP WEAK AND THE S/S IS IN THE DEEP MIDDLE.



EXCEPTION: ALIGNMENT VS. GREEN FORMATION



GREEN LEFT

FRONT: REGULAR (7-MAN FRONTS)

COVERAGE: 2 Z

COVERAGE DESCRIPTION: 2 Z IS A BALANCED FOUR-UNDER, THREE-DEEP ZONE.

WHEN COVERAGE IS USED: 2 Z CAN BE USED AGAINST ANY BALANCED OFFENSIVE FORMATION OR AS A "PLAY IT" CALL IN LONGER YARDAGE SITUATIONS TO PROTECT AGAINST THE LONG PASS AND KEEP THE BALL IN FRONT OF OUR ZONE DEFENDERS.

- KEY COACHING POINTS:
1. MUST GET A GOOD PASS READ FROM YOUR KEY.
  2. KEEP YOUR EYES IN THE BACKFIELD IN YOUR DROP TO SEE DRAW OR THREE-STEP DROP BY THE QB.
  3. GET DEPTH IN YOUR DROP.
  4. ADJUST YOUR DROPS ACCORDING TO ROUTE RECOGNITION.
  5. CORNERS GET A GOOD 2 TO 1 READ, IF YOU CAN ELIMINATE #2, SQUEEZE #1.
  6. IF #2 PUSHES VERTICAL, CORNERS MUST STAY DEEP AND IN THE MIDDLE OF THEIR 1/3.
  7. RE-ROUTE ALL RECEIVERS TO THE INSIDE.
  8. DON'T JUMP OR CHASE THE UNDERNEATH ROUTES.
  9. THE NUMBERS DROPPER MUST NOT LET #2 CROSS HIS FACE AND MUST CARRY #2 THRU THE ZONE (FLAT AND UP OR WHEEL ROUTE).
  10. FORCE THE BALL TO BE THROWN IN FRONT OF YOU AND BREAK ON THE BALL. USING PROPER LEVERAGE, MAKE THE TACKLE AND STRIP THE BALL LOOSE.
  11. CORNERS AND SAFETY CANNOT GET BEAT DEEP.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

SALLY, CORA, OR BLUE - TO ESTABLISH RUN FORCE AND NUMBERS DROP RESPONSIBILITY TO THE PASS STRENGTH SIDE.

OVERSLIDE - CHECK TO OVERSLIDE VS. AN ALIGNED TWIN FLOP OR TWIN OPEN FLOP.

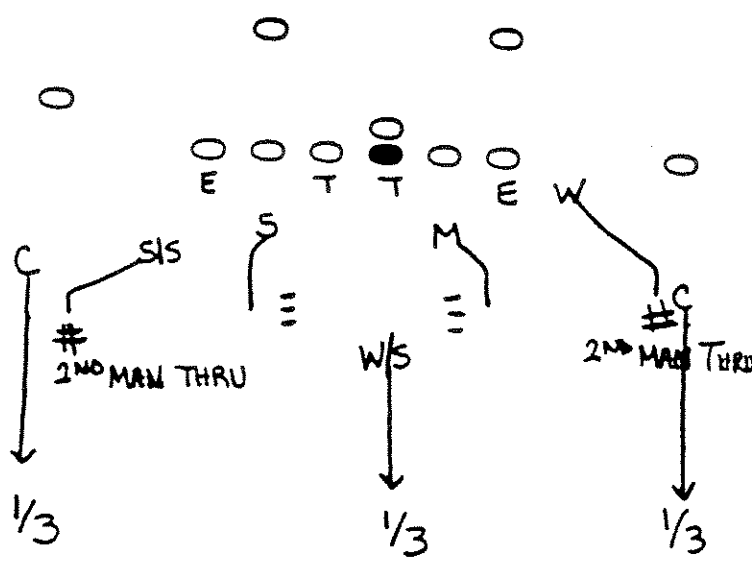
SLIDE - LINEBACKERS SLIDE ON MOVEMENT TO TWIN FLOP OR TWIN OPEN FLOP.



FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: 2 2

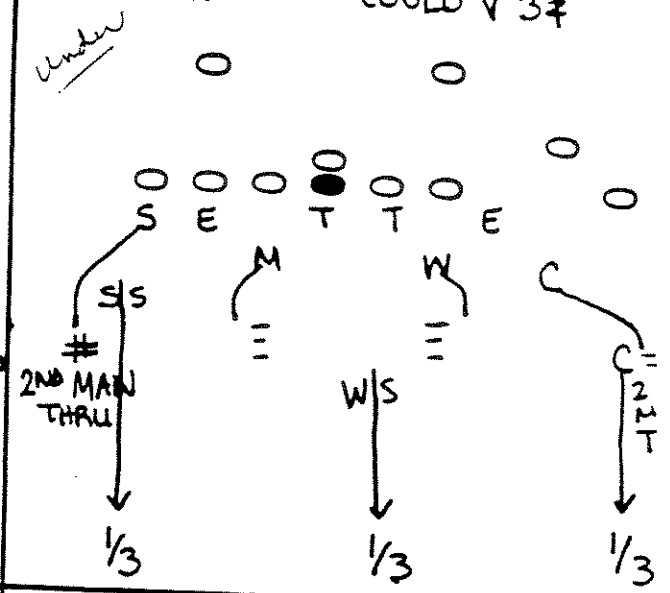
RED

COULD  $\sqrt{3\#}$



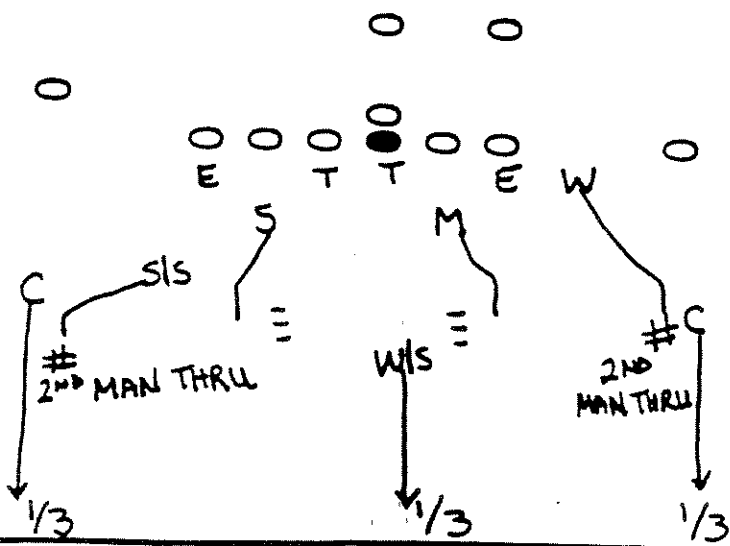
RED FLOP

COULD  $\sqrt{3\#}$



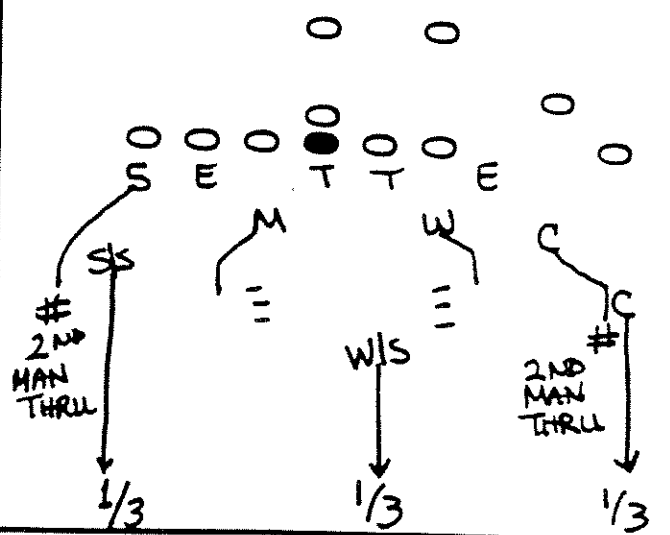
BROWN

PLAY IT



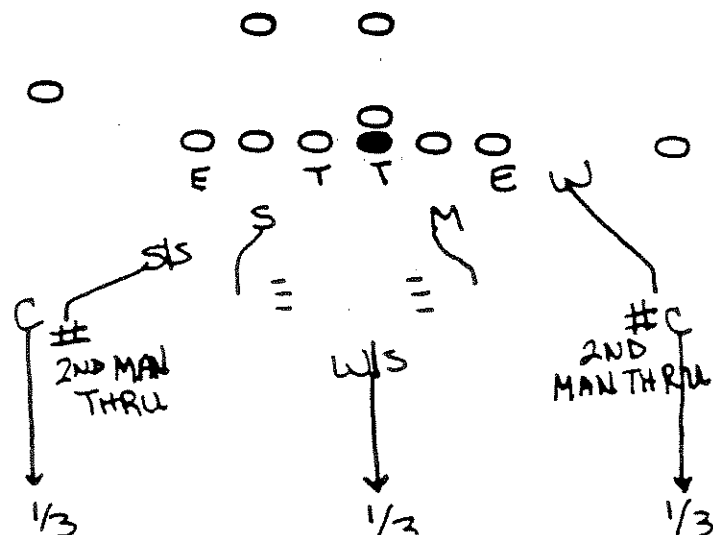
BROWN FLOP

COULD  $\sqrt{3\#}$



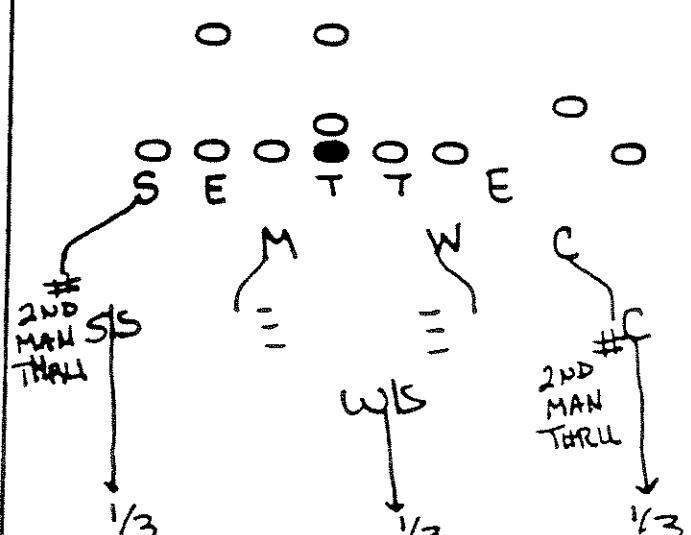
BLUE

COULD  $\sqrt{3\#}$



BLUE FLOP

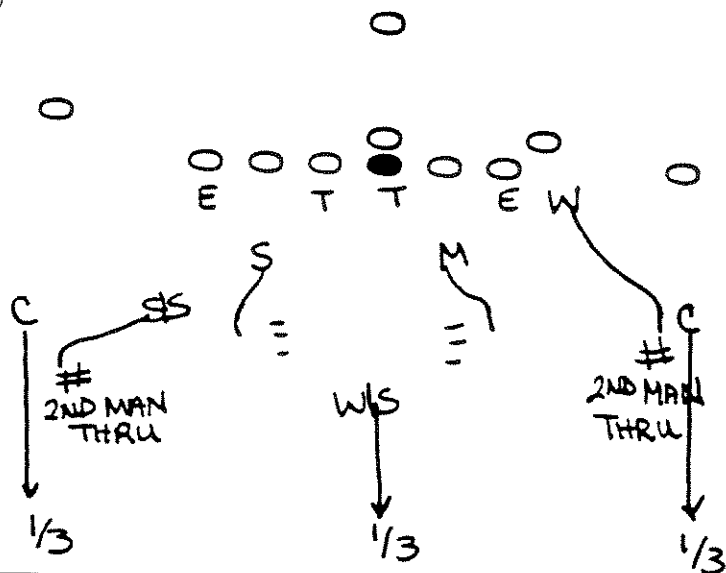
PLAY IT



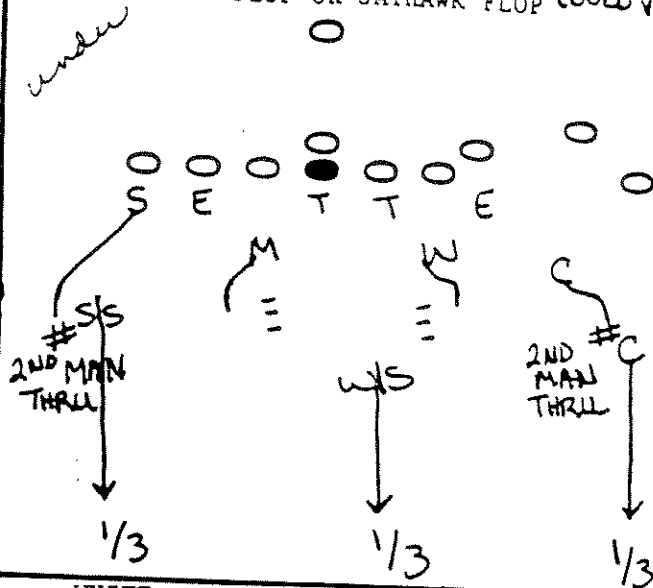
FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: 2 Z

BROWN-UP OR JAYHAWK

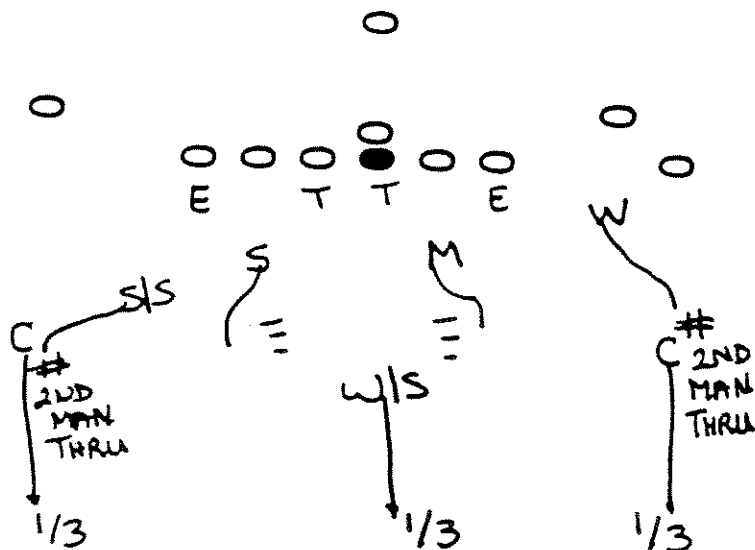
PLAY IT



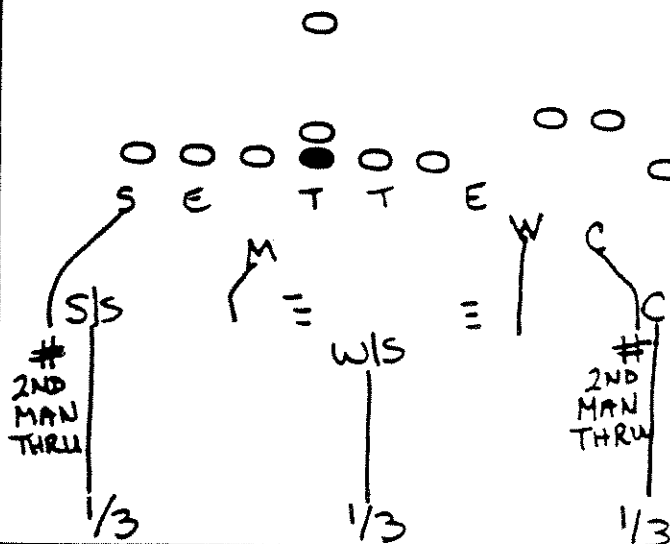
BROWN-UP FLOP OR JAYHAWK FLOP COULD V



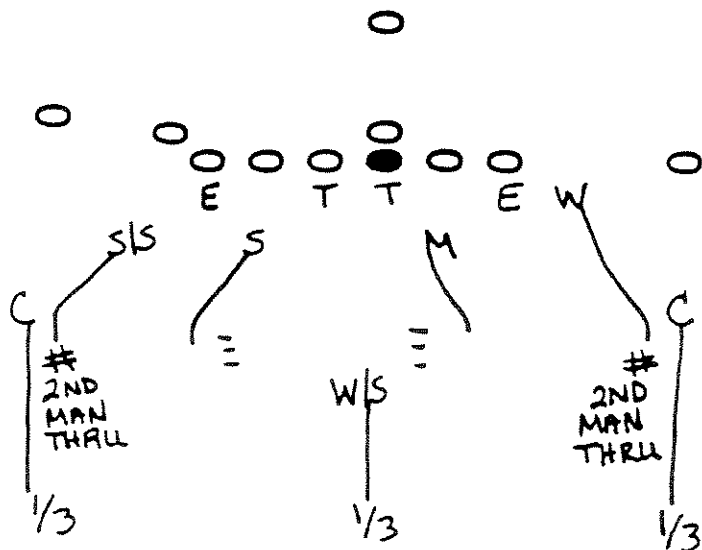
WHITE PLAY IT



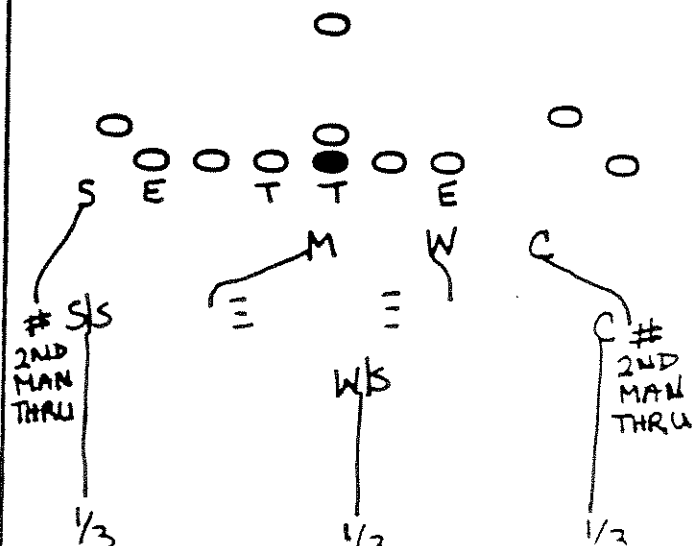
WHITE FLOP COULD V 3#



TWIN COULD V 3#



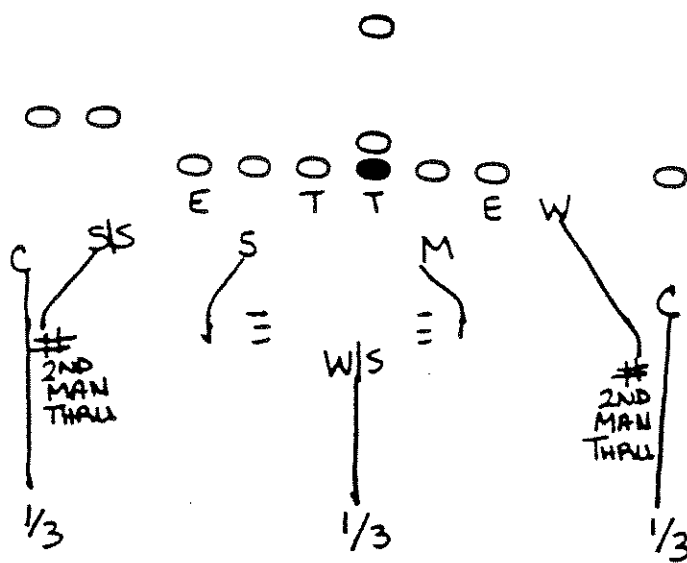
TWIN FLOP PLAY IT OVERSLIDE



FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: 2 2

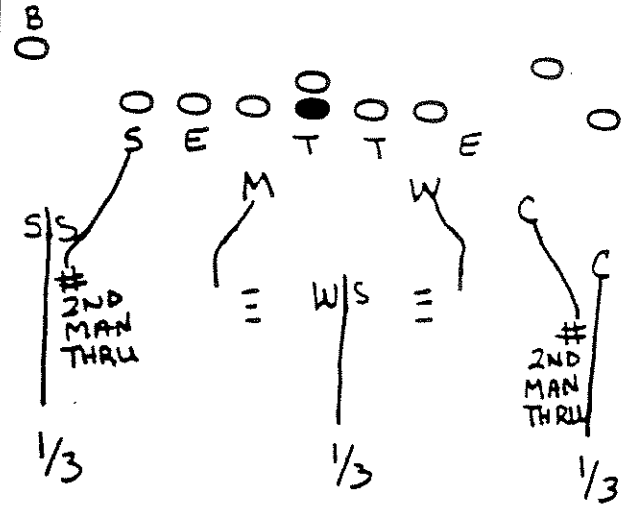
TWIN OPEN

COULD  $\sqrt{37}$



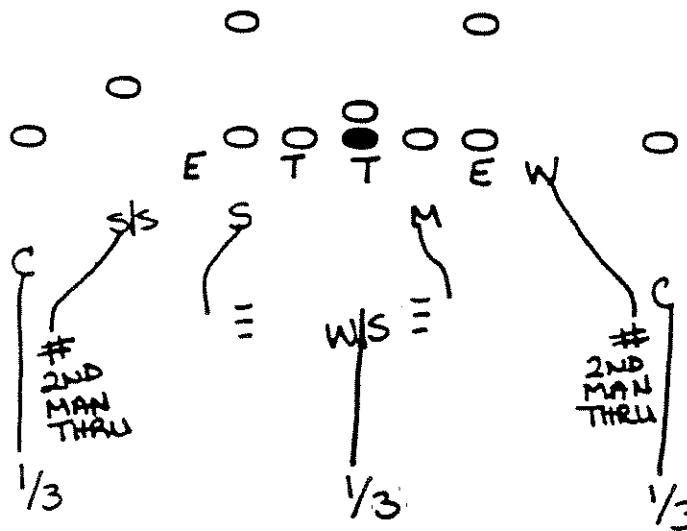
TWIN OPEN FLOP

PLAY IT



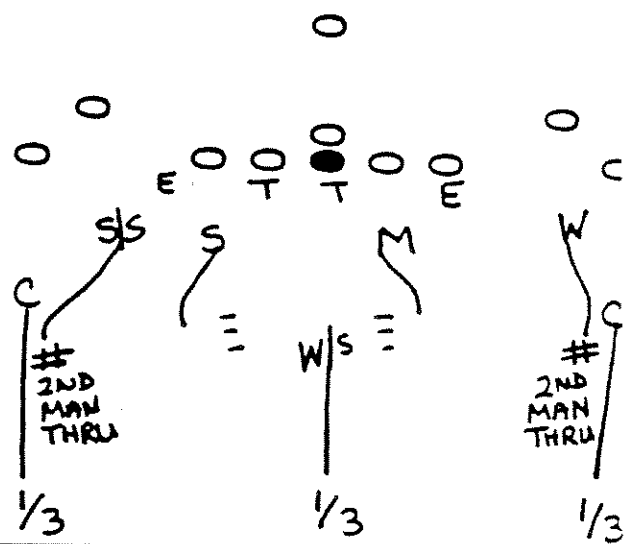
PINK

COULD  $\sqrt{37}$



ORANGE

PLAY IT



FRONT: REGULAR (7-MAN FRONTS)

COVERAGE: 3 Z

COVERAGE DESCRIPTION: 3 Z IS AN OVERLOADED ZONE TO THE THREE-RECEIVER SIDE AND MAN-TO-MAN BACKSIDE.

WHEN COVERAGE IS USED: 3 Z CAN BE USED ANYTIME THERE ARE THREE-RECEIVERS TO A SIDE, EITHER BY ALIGNMENT OR MOVEMENT.

- KEY COACHING POINTS:
1. GET A GOOD PASS READ BY YOUR KEY.
  2. COMMUNICATE THE DIRECTION OF 3 Z, AND KNOW WHO HAS THE DIVIDER, NUMBERS, AND HASH CROSSERS.
  3. MUST COMMUNICATE THE ZIP OR ZIP GO CALL TO THE END.
  4. MUST IDENTIFY THE LOCATION OF THE WEAK BACK TO MAKE THE PROPER WEAK-SIDE CALL (ZIP OR ZIP GO).
  5. HASH CROSSERS DROPPER MUST CARRY ANY CROSSER FROM THE THREE-RECEIVER SIDE. MAKE THE RECEIVER PLAY OVER THE TOP.
  6. THE NUMBERS DROPPER MUST SEE THE 1ST CROSSER AND BE PREPARED TO "JUMP" THE 2ND CROSSER.
  7. THE DIVIDER DROPPER MUST CARRY THE 2ND MAN THRU THE ZONE.
  8. THE WEAK SAFETY OPENS AWAY FROM THE THREE-RECEIVER SIDE AND STAYS TO THAT SIDE AS LONG AS THE QB LOOKS THAT WAY ONCE THE QB'S EYES COME BACK TO THE THREE-RECEIVER SIDE WORK BACK TO THE MIDDLE 1/3.
  9. THE CORNER TO THE 3 Z SIDE HAS DEEP OUTSIDE 1/3 WITH A 2 TO 1 READ. IF #2 IS ERASED, SQUEEZE #1.
  10. THE BACKSIDE CORNER IS MAN-TO-MAN WITH POSSIBLE UNDERNEATH HELP, DEPENDING ON THE ALIGNMENT OR RELEASE OF THE WEAK BACK.
  11. A FRANK OR ZEBRA CALL WILL BE USED ON THE BACKSIDE WHEN A ZIP OR ZIP GO CANNOT BE USED.
  12. ON THE WEAK-SIDE, A ZIP GO CALL IS USED WHEN THERE IS A NEAR BACK.
  13. ON THE WEAK-SIDE, A ZIP CALL IS USED WHEN THERE IS A BACK IN THE NEAR BACK POSITION.

CALLS THAT MUST BE COMMUNICATED WITHIN THE FRONT AND COVERAGE:

ZIP OR ZIP GO- A CALL FROM WILL TO THE WEAK END TO DETERMINE COVERAGE ON THE WEAK BACK.

FRANK OR ZEBRA- MAN TO MAN COVERAGE TECHNIQUE CALL ON THE BACKSIDE OF 3 Z WHEN A ZIP OR ZIP GO CANNOT BE USED.

SALLY, CORA, OR BLUE- A CALL TO DETERMINE RUN FORCE AND DESIGNATE THE DIVIDER DROPPER.

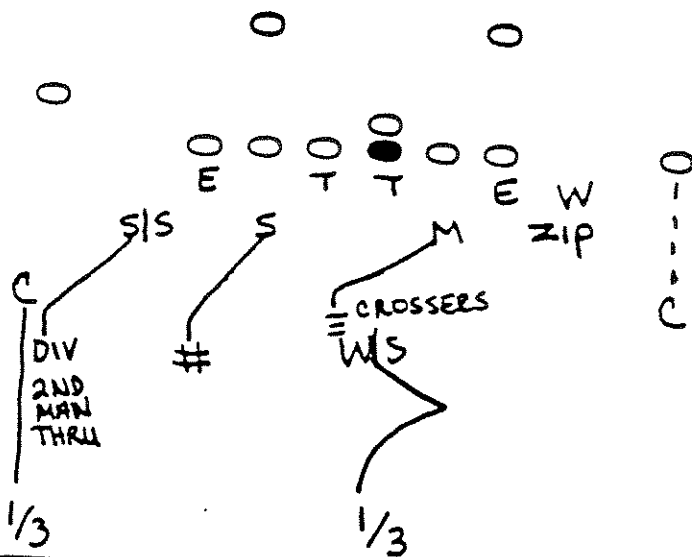
3 Z DOUBLE CROSSER- A COVERAGE ADJUSTMENT VS. GREEN FORMATION.

OVERSLIDE OR SLIDE- AN ALIGNMENT ADJUSTMENT VS. TWIN FLOP UNDER.

FRONT: REGULAR (7-MAN FRONTS)  
COVERAGE: 3 Z

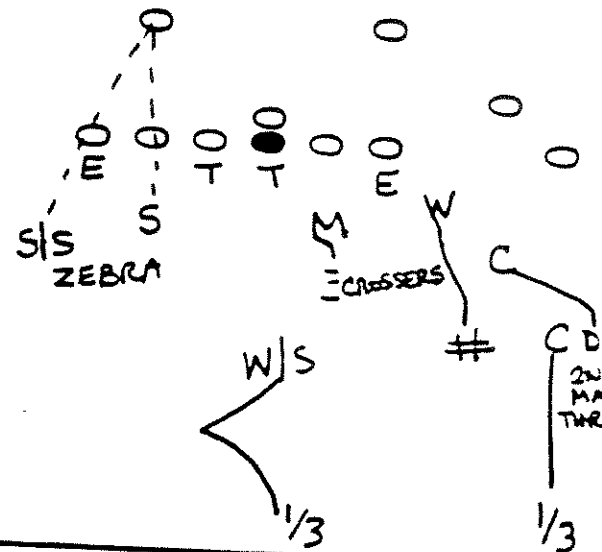
RED

PLAY IT



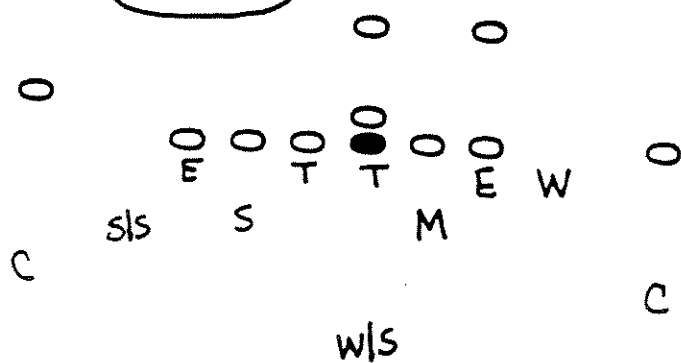
RED FLOP

PLAY IT



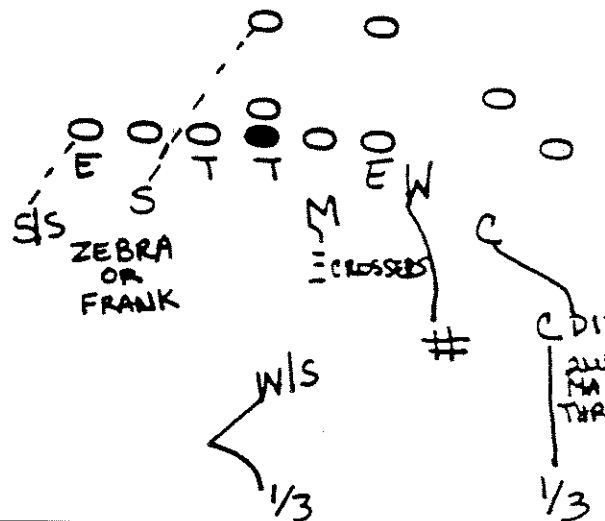
BROWN

✓ 27



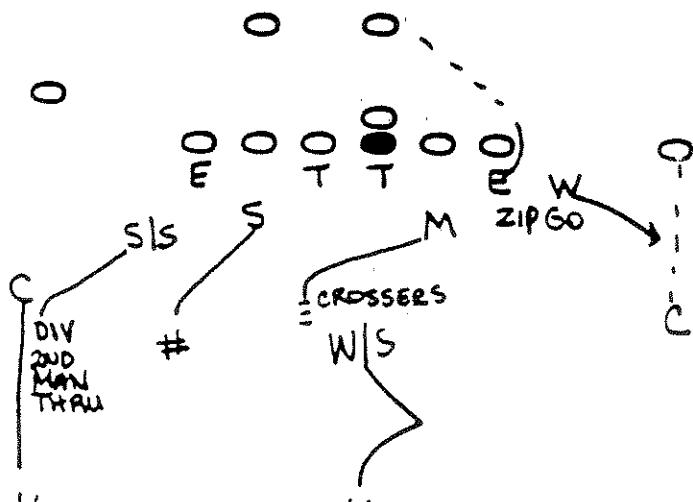
BROWN FLOP

PLAY IT



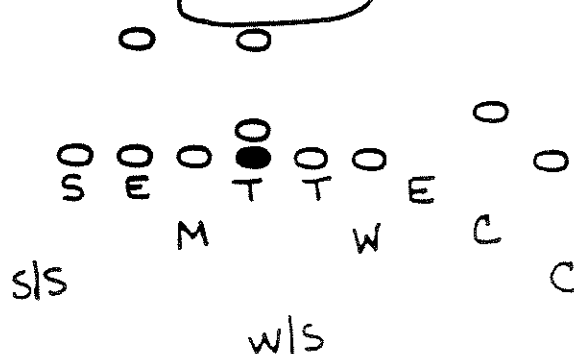
BLUE

PLAY IT



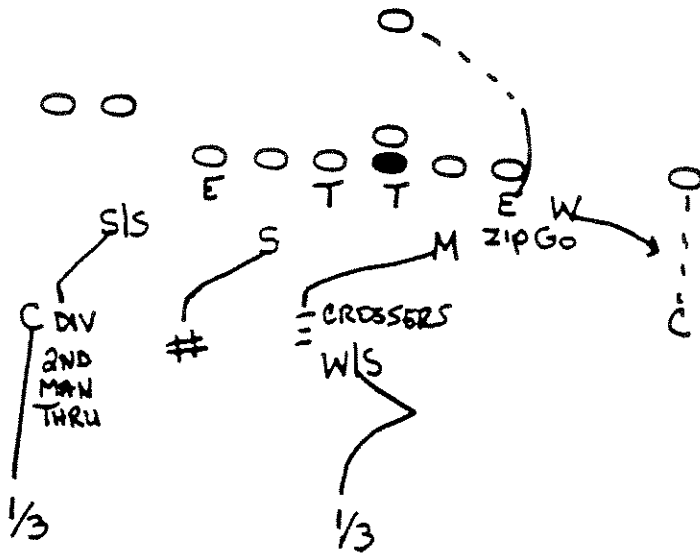
BLUE FLOP

✓ 27

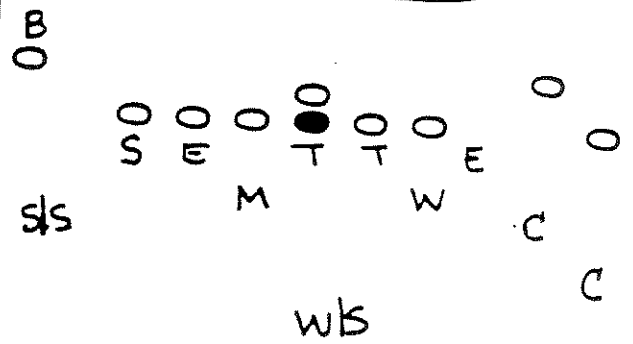


FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: 3 2

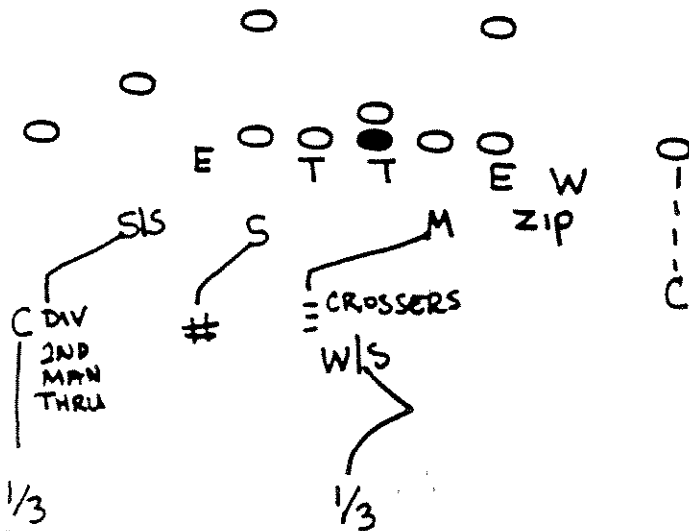
TWIN OPEN PLAY IT



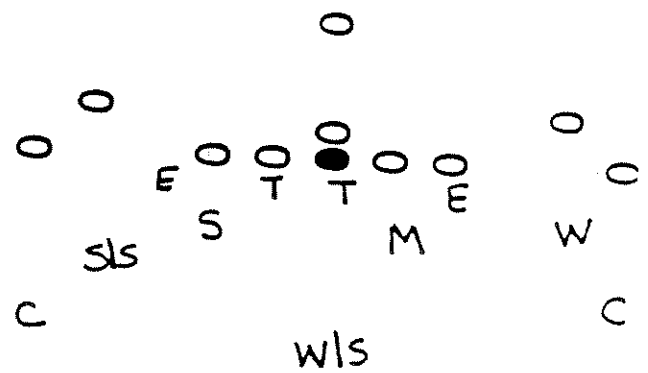
TWIN OPEN FLOP √ 2\*



PINK PLAY IT



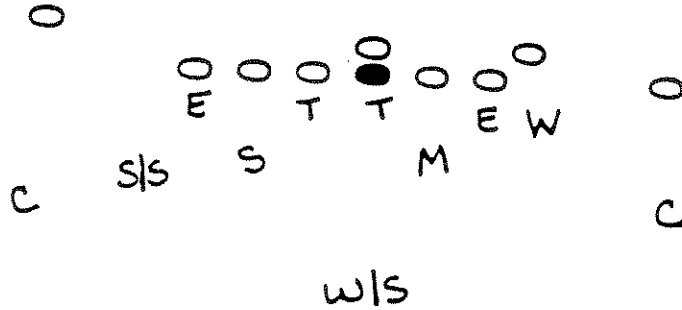
ORANGE √ 2\*



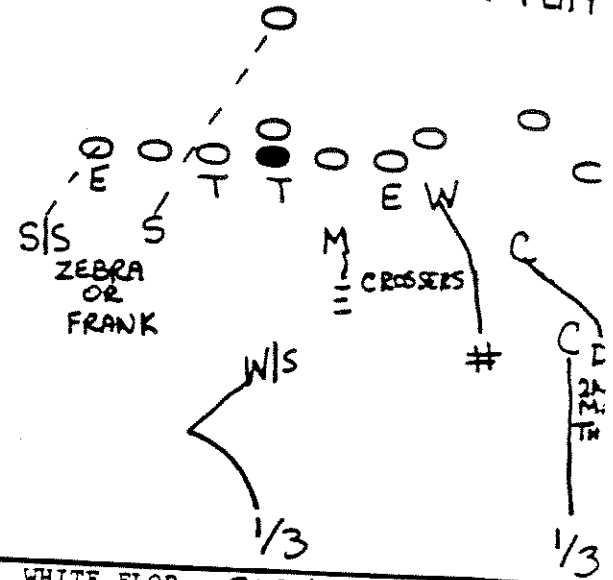
FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: 3 Z

BROWN-UP OR JAYHAWK

✓ 27

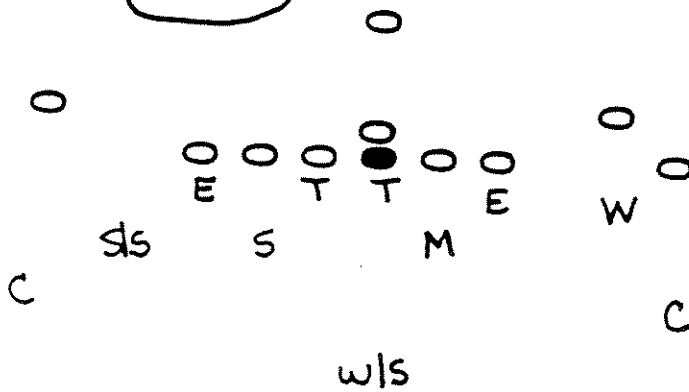


BROWN-UP FLOP OR JAYHAWK FLOP PLAY

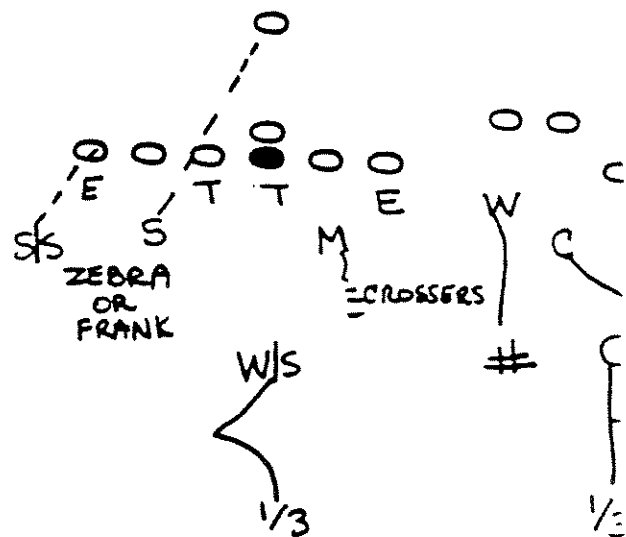


WHITE

✓ 27

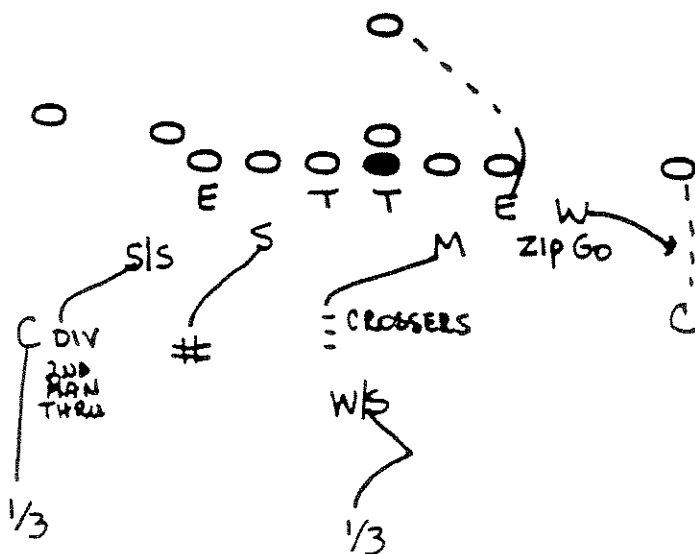


WHITE FLOP PLAY IT

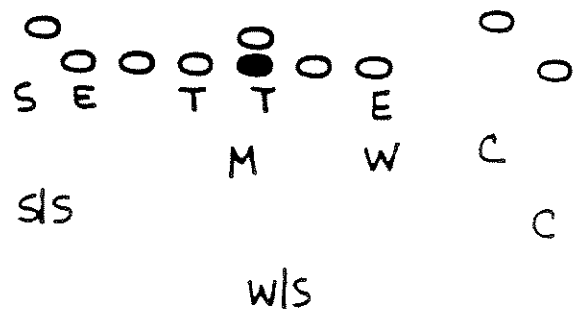


TWIN

PLAY IT



TWIN FLOP ✓ 27  
 OVERSIDE



FRONT: REGULAR (7-MAN FRONTS)

COVERAGE: 7

COVERAGE DESCRIPTION: 7 IS A 5 UNDER MAN-TO-MAN, 2 DEEP ZONE WITH THE WEAK SAFETY WORKING WEAK.

WHEN COVERAGE IS USED: 7 IS USED WHEN WE WANT TO AGGRESSIVELY ATTACK AND PLAY MAN-TO-MAN UNDERNEATH COVERAGE TAKING THE INSIDE AWAY WITH DEEP OUTSIDE HELP.

KEY COACHING POINTS:

1. UNDERNEATH COVERAGE MUST GET HANDS ON THE RECEIVERS AND MAINTAIN AN INSIDE TRAIL TECHNIQUE.
2. PLAY THE MAN. DO NOT LOOK BACK IN COVERAGE UNTIL YOU HEAR A "BALL" CALL FROM THE SAFETIES INDICATING THAT THE BALL IS IN FLIGHT.
3. IF THE RECEIVER BREAKS AWAY FROM YOU AND GETS SEPARATION, TAKE AN ANGLE TO HIS UPFIELD SHOULDER TO SECURE THE TACKLE.
4. COMMUNICATE AND ALERT ZEBRA'S ANYTIME THERE IS THE POSSIBILITY OF AN EXCHANGE.
5. SAFETIES GET A 2-TO-1 READ. IF #2 IS ERASED, YOU CAN SQUEEZE #1.
6. UNDERNEATH COVERAGE MUST BE PREPARED TO CARRY ANY VERTICAL RELEASES, MAINTAINING AN INSIDE TRAIL TECHNIQUE.
7. ALERT ZEBRA AND THREE-WAY CALLS WHEN THEY APPLY.
8. IN 7, CHECK TO OVERSLIDE 7 VS. TWIN, TWIN FLOP, TWIN OPEN, OR TWIN OPEN FLOP. IF MOVEMENT TAKES THE FORMATION TO ONE OF THESE, LINEBACKERS MUST SLIDE BUT LEAVE THE FRONT THE SAME. WE DO NOT CHANGE FRONTS ON MOVEMENT.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

FRANK

FRONT, ZEBRA, OR 3-WAY - COVERAGE CALLS USED BY THE LINEBACKERS TO EXECUTE COVERAGE.

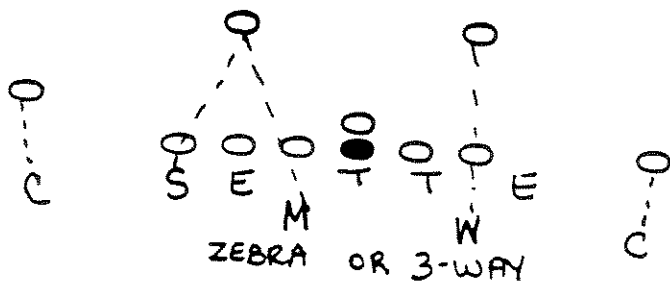
FIST, SLICE, FIST/SLICE, THUMBS - COVERAGE TECHNIQUES USED BY THE LINEBACKERS AND SECONDARY TO EXECUTE COVERAGE.

OVERSLIDE OR SLIDE - AN ADJUSTMENT THAT MUST BE MADE IN COVER 7 VS. TWIN, TWIN OPEN, TWIN FLOP, OR TWIN OPEN FLOP.



RED

PLAY IT

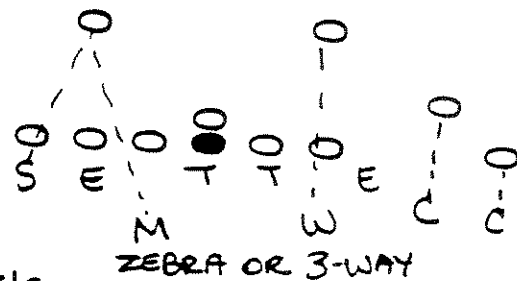


S/S  
1/2

W/S  
1/2

RED FLOP

PLAY IT

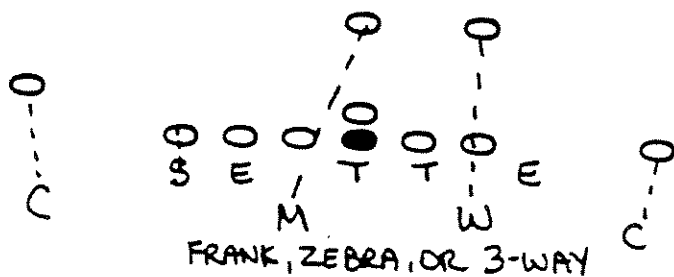


S/S  
1/2

W/S  
1/2

BROWN

PLAY IT

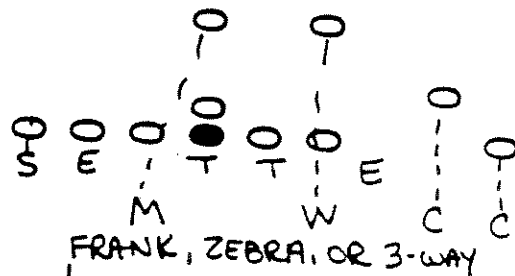


SS  
1/2

W/S  
1/2

BROWN FLOP

PLAY IT

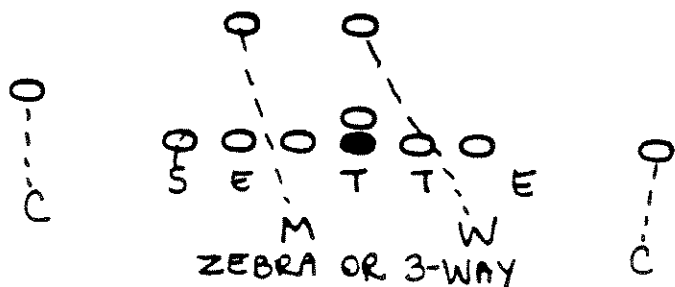


S/S  
1/2

W/S  
1/2

BLUE

PLAY IT

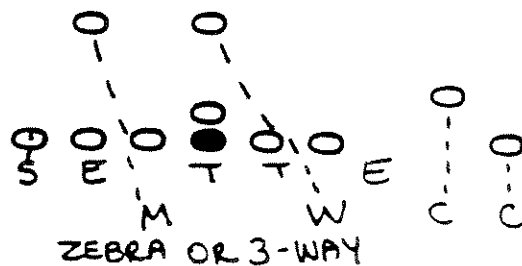


S/S  
1/2

W/S  
1/2

BLUE FLOP

PLAY IT

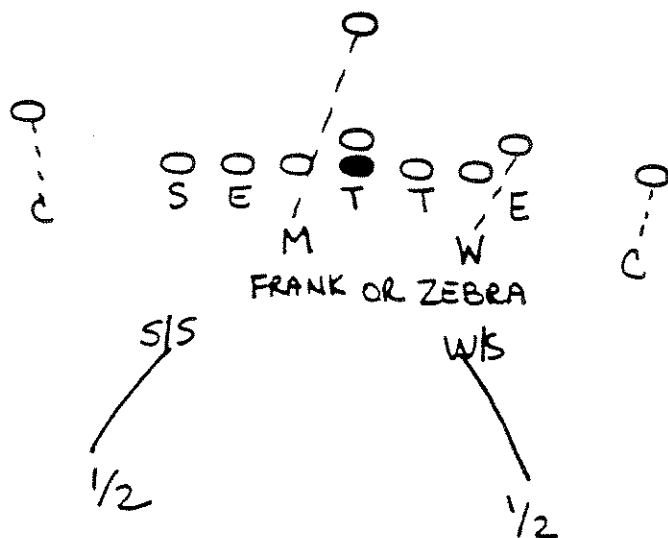


S/S  
1/2

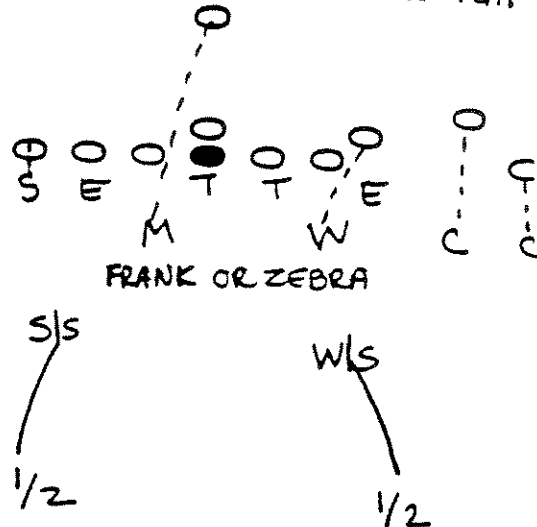
W/S  
1/2

FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: 7

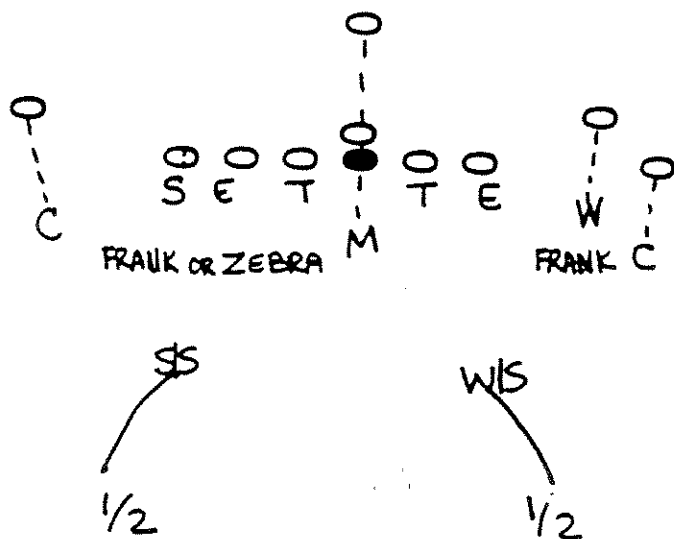
BROWN-UP OR JAYHAWK **PLAY IT**



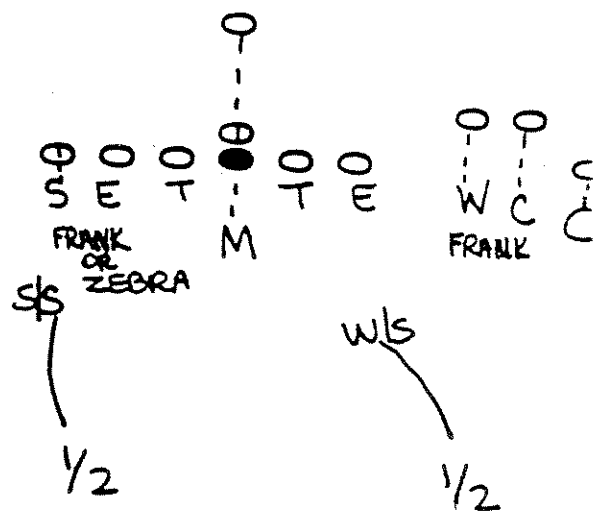
BROWN-UP FLOP OR JAYHAWK FLOP **PLAY**



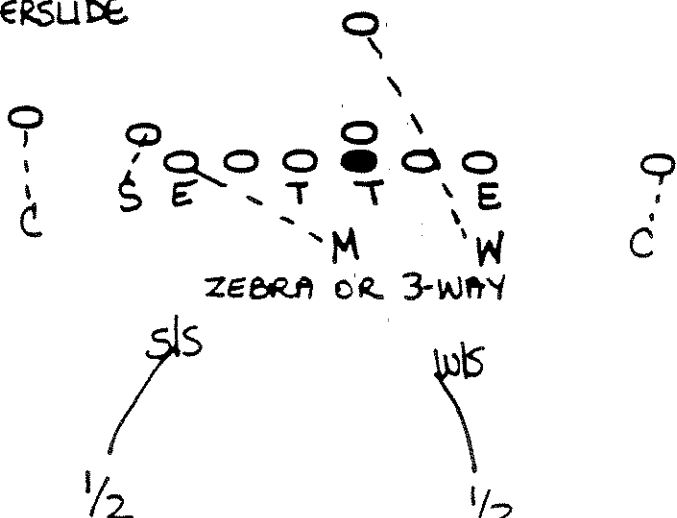
WHITE **PLAY IT**



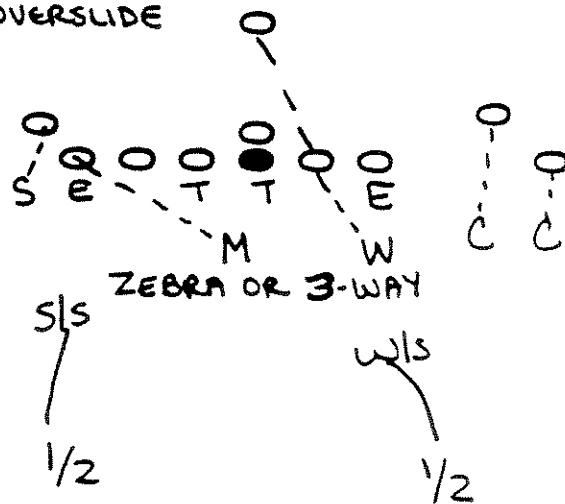
WHITE FLOP **PLAY IT**



TWIN **PLAY IT**  
 ✓OVERSLIDE

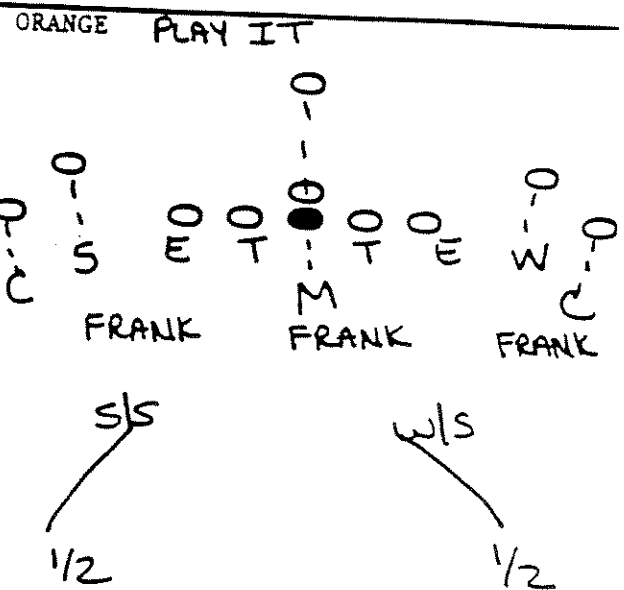
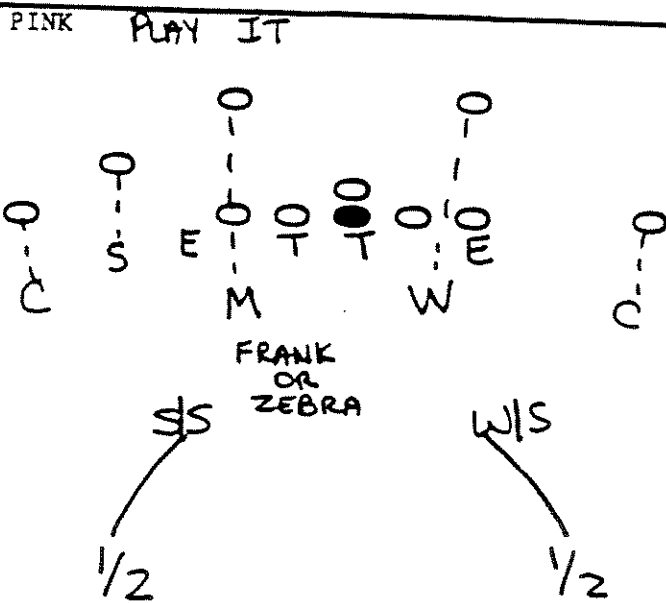
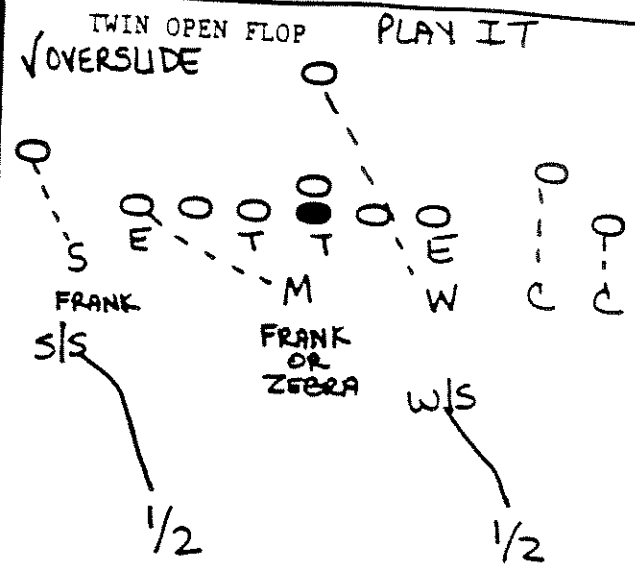
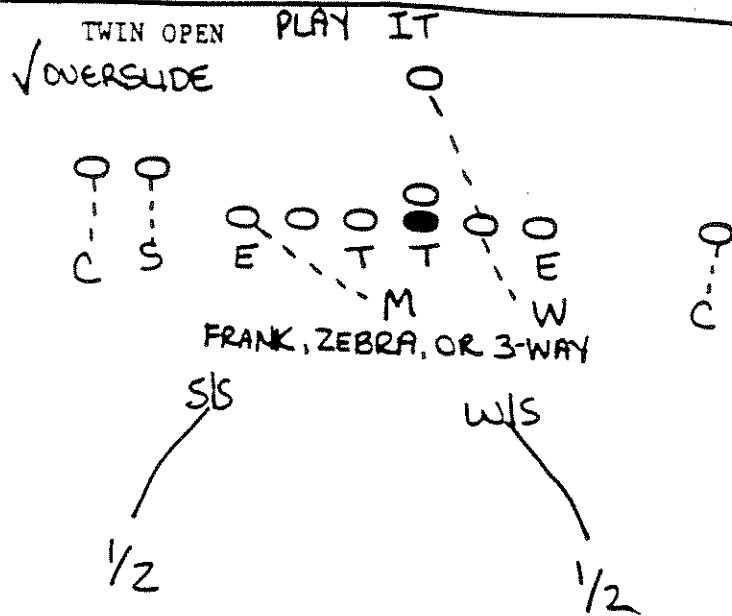


TWIN FLOP **PLAY IT**  
 ✓OVERSLIDE



FRONT: REGULAR (7-MAN FRONTS)

COVERAGE: 7



FRONT: REGULAR (7-MAN FRONTS)

COVERAGE: 6

COVERAGE DESCRIPTION: 6 IS A 2 DEEP, 5 UNDER MATCHUP ZONE

WHEN COVERAGE IS USED: 6 IS USED AS A COUNTER TO OFFENSIVE PICKS AND WHEN THE ROUTES DICTATE EXCHANGES AMONG THE UNDERNEATH COVERAGE.

- KEY COACHING POINTS:
1. UNDERNEATH COVERAGE MUST GET HANDS ON THE RECEIVERS.
  2. UNDERNEATH COVERAGE MUST CARRY ALL VERTICALS, MAINTAINING AN INSIDE TRAIL TECHNIQUE.
  3. UNDERNEATH COVERAGE MUST COMMUNICATE POSSIBLE EXCHANGES.
  4. LINEBACKERS EXCHANGE ANY ROUTE THAT BREAKS IN OR OUT WITHIN 5 YARDS. CARRY YOUR RECEIVER ACROSS UNTIL YOU SEE AN EXCHANGE SITUATION.
  5. CORNERS READ #2 FROM AN OUTSIDE TECHNIQUE AND EXCHANGE RECEIVERS IF #2 COMES TO YOUR FLAT.
  6. SAFETIES GET A 2 TO 1 READ. IF YOU CAN ELIMINATE ONE, SQUEEZE THE OTHER.
  7. CORNERS DO NOT INCLUDE #3 IN THEIR READ EXCEPT VS. TWIN FORMATION, WHEN YOU CANNOT DISTINGUISH BETWEEN #2 AND #3.
  8. CORNERS DO NOT EXCHANGE ON A SWING ROUTE.
  9. IN 6, UNDERNEATH COVERAGE STAYS EYE TO EYE WITH DEPTH UNLESS AN EXCHANGE TAKES PLACE.
  10. COMMUNICATION BEFORE AND AFTER THE BALL IS SNAPPED IS VITAL FOR THIS COVERAGE TO BE SUCCESSFUL.
  11. CHECK TO OVERSLIDE VS. TWIN, TWIN OPEN, TWIN FLOP, OR TWIN OPEN FLOP.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

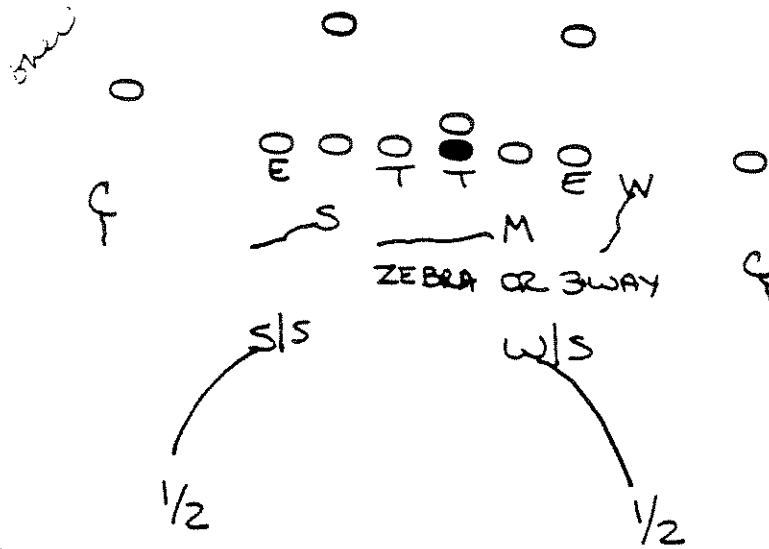
ZEBRA OR 3-WAY - A COVERAGE CALL TO ENABLE US TO EXECUTE EXCHANGE WITHIN OUR COVERAGE.

FIST, SLICE, OR THUMBS - COVERAGE TECHNIQUES USED TO EXECUTE THE COVERAGE.

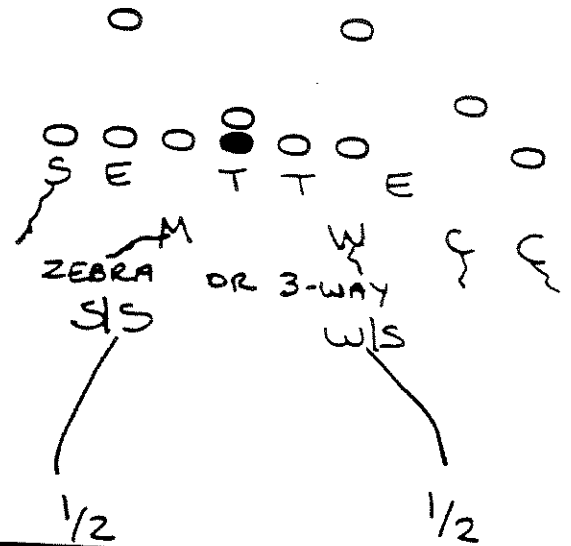
OVERSLIDE OR SLIDE - AN ADJUSTMENT VS. TWIN, TWIN OPEN, TWIN FLOP, OR TWIN OPEN FLOP.

FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: 6

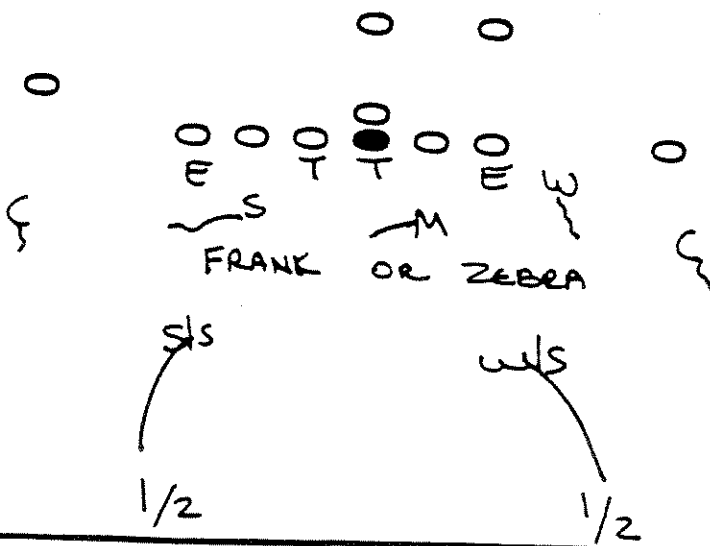
RED PLAY IT



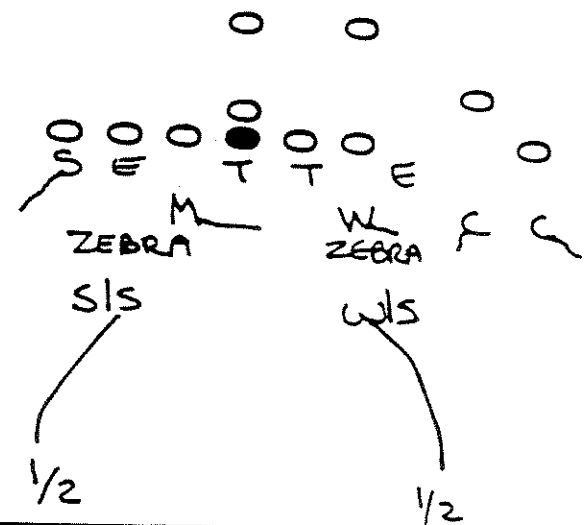
RED FLOP PLAY IT



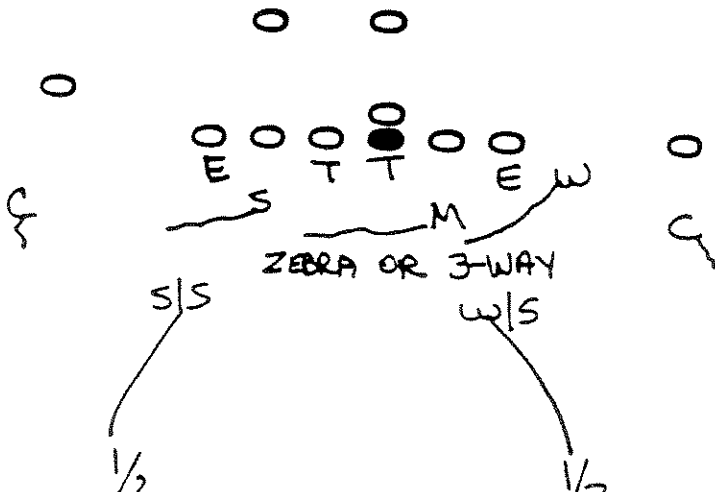
BROWN PLAY IT



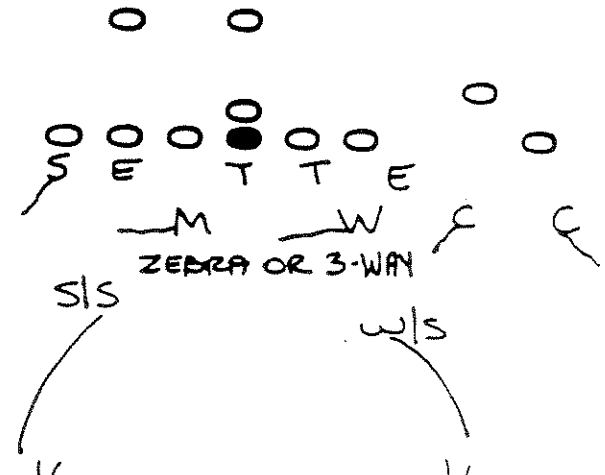
BROWN FLOP PLAY IT



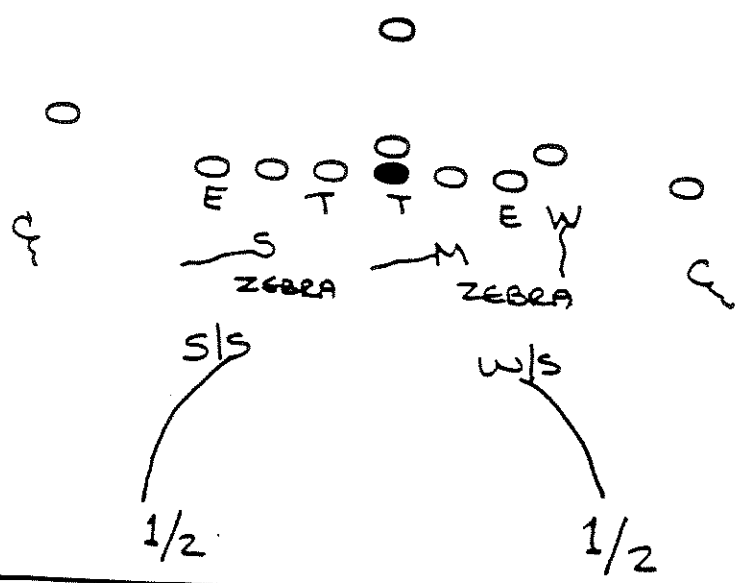
BLUE PLAY IT



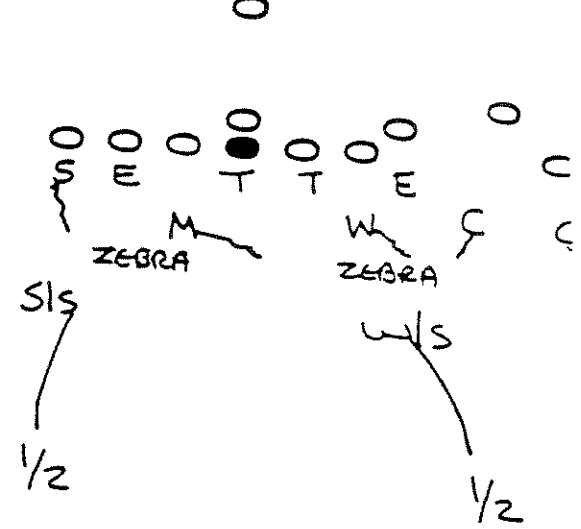
BLUE FLOP PLAY IT



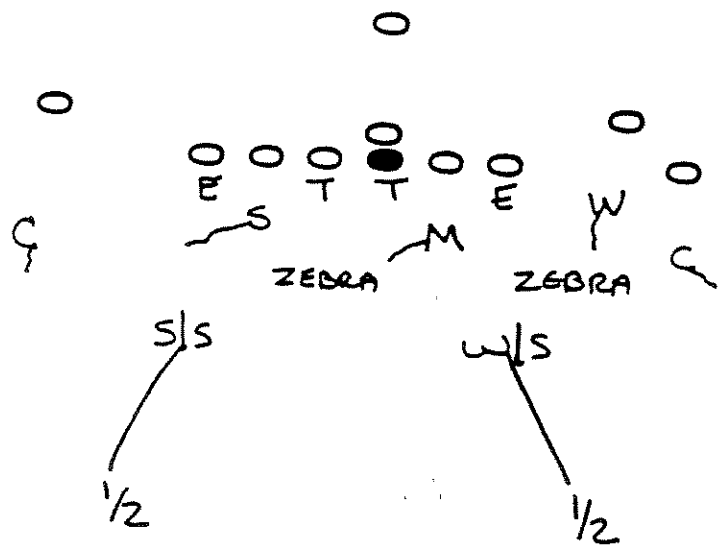
BROWN-UP OR JAYHAWK PLAY IT



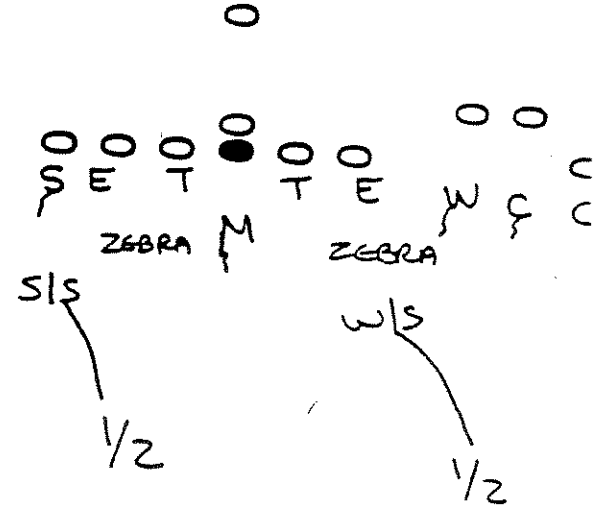
BROWN-UP FLOP OR JAYHAWK FLOP PLAY IT



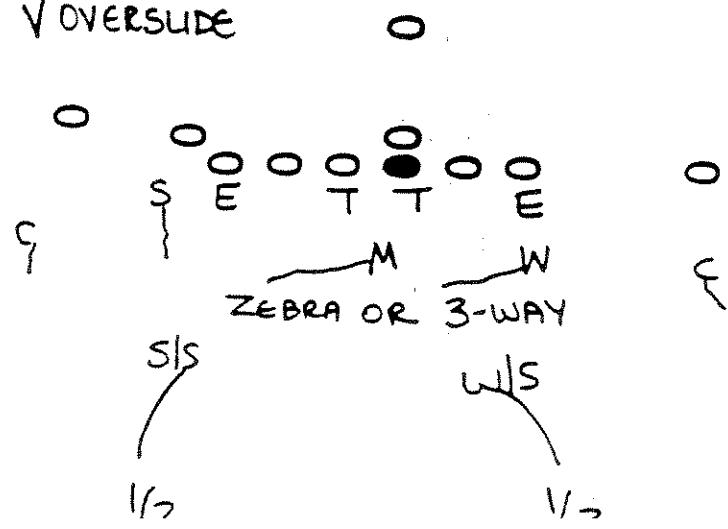
WHITE PLAY IT



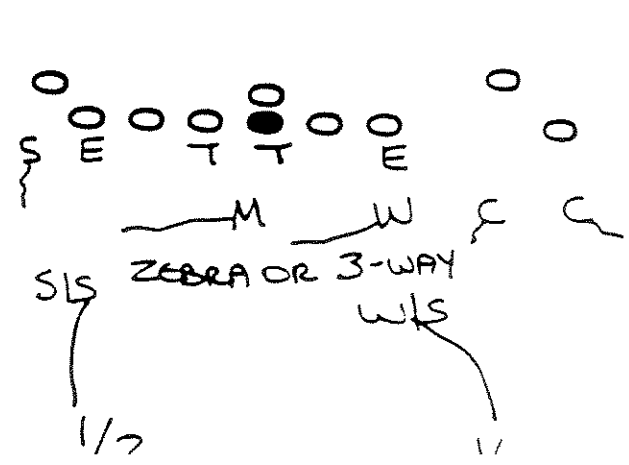
WHITE FLOP PLAY IT



TWIN PLAY IT  
 ✓ OVERSLIDE

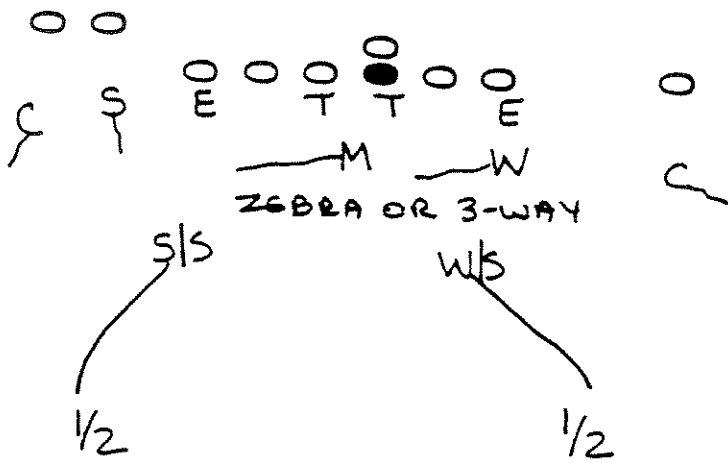


TWIN FLOP PLAY IT  
 ✓ OVERSLIDE

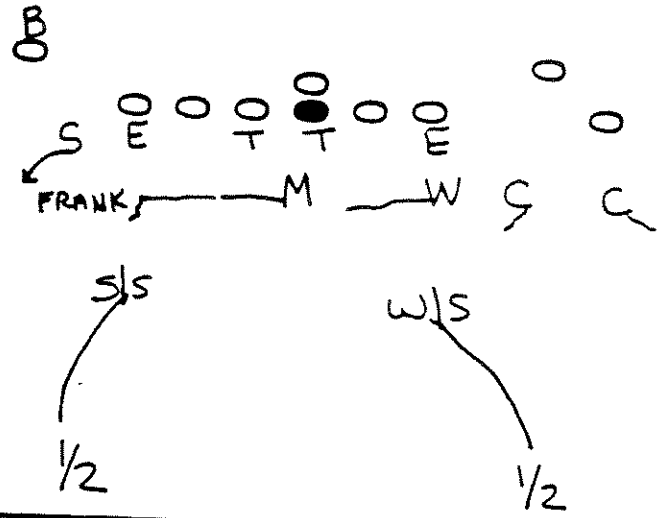


FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: 6

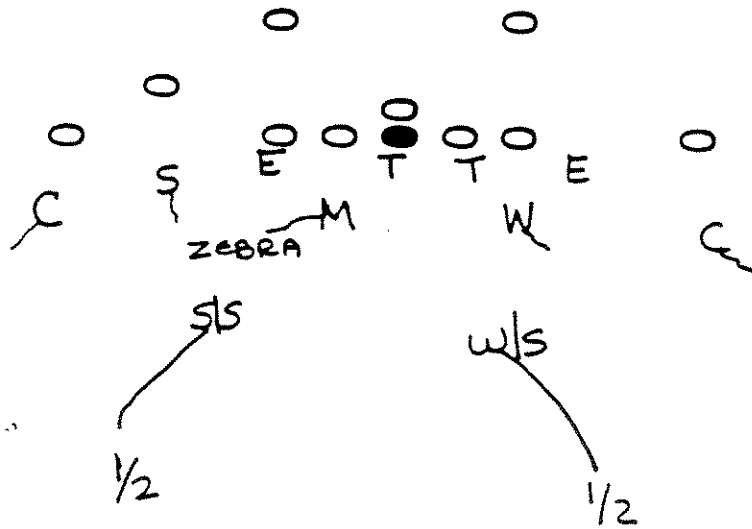
TWIN OPEN PLAY IT  
OVERSLIDE O



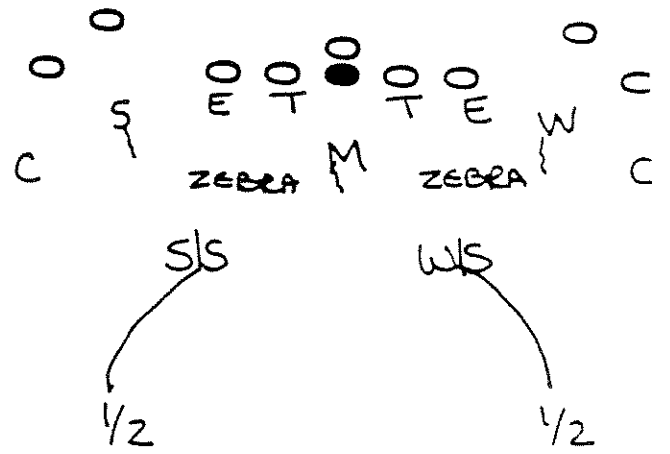
TWIN OPEN FLOP PLAY IT  
OVERSLIDE O



PINK PLAY IT



ORANGE PLAY IT



FRONT: REGULAR (7-MAN FRONTS)

COVERAGE: 6 READ

COVERAGE DESCRIPTION: 6 READ IS A POTENTIAL 4-DEEP, 3-UNDER ZONE, DEPENDING ON THE ROUTES OF THE #1 AND #2 RECEIVERS ON EACH SIDE.

WHEN COVERAGE IS USED: 6 READ IS A VERY EFFECTIVE COVERAGE VS. THREE AND FOUR WIDE RECEIVER FORMATIONS OR REGULAR FORMATIONS SUCH AS WHITE OR PINK.

- KEY COACHING POINTS:
1. SAM AND WILL WALL #2 RECEIVER (INSIDE), LOOKING THRU TO THE #1 RECEIVER. IF #1 RUNS A STUTTER OR SHORT POST DRIVE THRU TO #1. IF #2 RUNS A FLAT ROUTE WITHIN 5 YDS WORK UNDER #1 AND EXCHANGE WITH THE CORNER. IF #1 AND #2 BOTH PUSH VERTICAL PAST 5 YDS., CONTINUE TO WALL #2 UNTIL YOU GET AN "IN" OR "OUT" CALL FROM THE SAFETY OR A "PUSH" CALL FROM MIKE. IF #2 RUNS A SHALLOW CROSSING ROUTE, CARRY THE RECEIVER UNTIL YOU ARE SURE THAT THERE IS ANOTHER DEFENDER TO PASS THE RECEIVER OFF TO. IF #2 RUNS A SHORT "STOP" ROUTE, JUMP #2.
  2. MIKE DROP OFF OF #3. IF #3 RUNS A VERTICAL ROUTE, YOU MUST CARRY HIM ALL THE WAY. IF #3 RUNS DIRECTLY TO THE FLAT, CARRY HIM UNTIL YOU ARE IN POSITION TO MAKE A "PUSH" CALL TO THE SAM OR WILL AND THEN WORK INSIDE THE NEW #3. THE SAM OR WILL WILL PUSH WITH WIDTH AND BE IN POSITION TO PLAY THE FLAT ROUTE.
  3. CORNERS READ THE RELEASES OF #1 AND #2. IF BOTH PUSH VERTICAL PAST 5 YDS. STAY ON TOP OF #1, AND REACT TO THE BALL. IF #1 RUNS A HITCH OR QUICK OUT, JUMP #1. IF #2 RUNS A FLAT ROUTE, COME OFF ON THE FLAT AND WORK AN EXCHANGE WITH SAM OR WILL. IF #1 RUNS A STUTTER OR SHORT POST AND #2 PUSHES VERTICAL, CONTINUE TO GET DEPT: TO WORK UNDER THE KORNER ROUTE. IF #1 RUNS A STUTTER OR SHORT POST AND #2 RUNS A QUICK CROSSER, JUMP #1 BECAUSE SAM OR WILL HAS TO CARRY THE CROSSER.
  4. CORNERS HAVE THE 2ND MAN THRU THE ZONE IF #2 RUNS A FLAT AND UP OR A WHEEL ROUTE.
  5. SAFETIES KEY #2 RECEIVER AND STAY ON TOP OF #2 AS LONG HE CONTINUES TO PUSH VERTICAL. IF #2 IS ERASED, WORK TO #1. IF #2 AND #1 IS ERASED, LOOK TO HELP OUT ON A ROUTE COMING FROM THE OTHER SIDE.

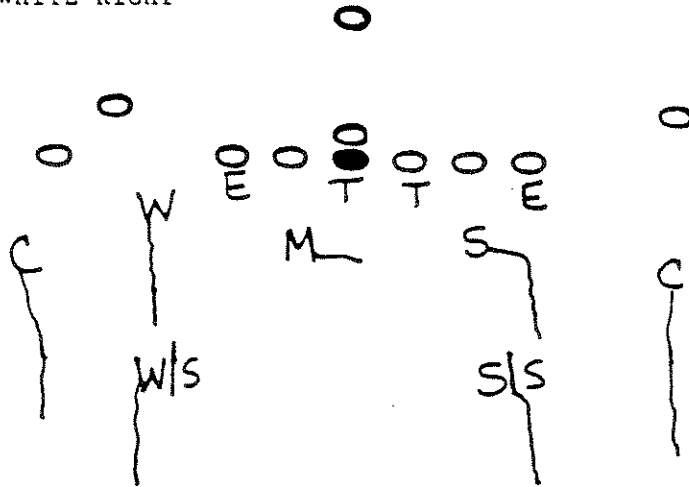
CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

PUSH- A CALL FROM THE MIKE TO THE SAM OR WILL IF #3 WORKS DIRECTLY TO THE FLAT.  
STUTTER OR SHORT POST- THE CORNER WILL ALERT SAM OR WILL OF THE STUTTER ROUTE OR SHORT POST SO THAT SAM OR WILL CAN DRIVE ON THE RECEIVE  
"IN" "IN" "IN" OR "OUT" "OUT" "OUT"- THE SAFETIES AND CORNERS MUST COMMUNICATE THE UNDERNEATH ROUTES FOR THE SAM OR WILL TO ADJUST.

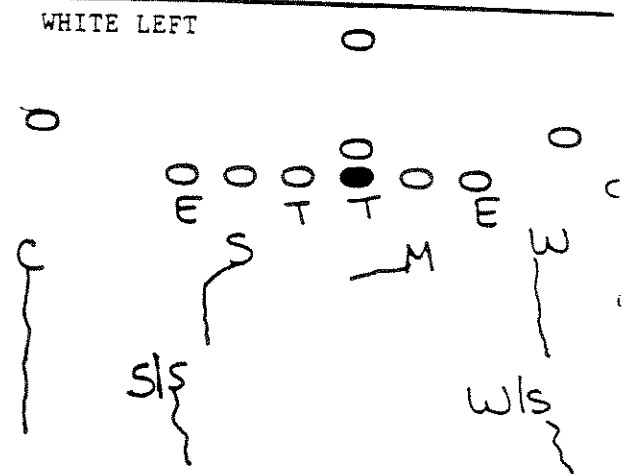


FRONT: REGULAR (7-MAN FRONTS)  
COVERAGE: 6 READ

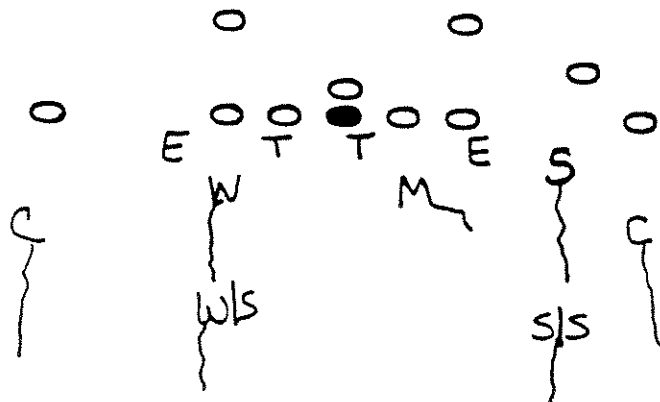
WHITE RIGHT



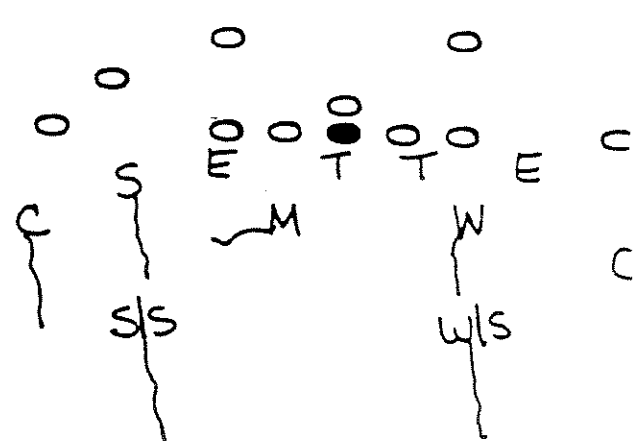
WHITE LEFT



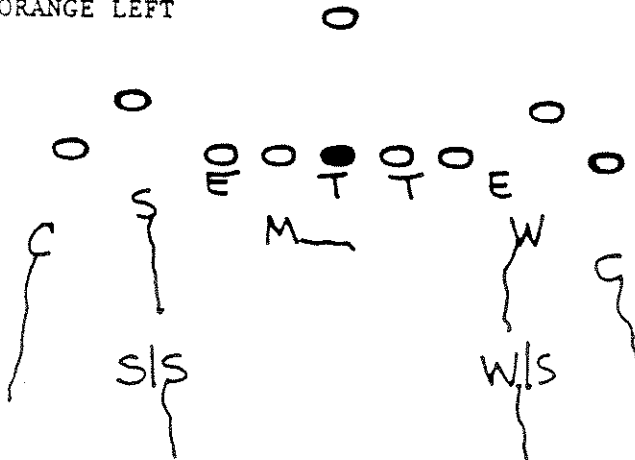
PINK RIGHT



PINK LEFT



ORANGE LEFT



FRONT: REGULAR (7-MAN FRONTS)

COVERAGE: COMBO I

COVERAGE DESCRIPTION: COMBO I IS A 5 UNDER MAN-TO-MAN, 2 DEEP ZONE WITH THE WEAK SAFETY WORKING STRONG.

WHEN COVERAGE IS USED: COMBO I IS USED WHEN WE WANT TO TAKE AWAY THE STRONG SIDE PASSING GAME WITH AGGRESSIVE MAN-TO-MAN UNDERNEATH COVERAGE WITH 1/2'S COVERAGE ON TOP.

KEY COACHING POINTS:

1. UNDERNEATH COVERAGE MUST GET HANDS ON THE RECEIVERS AND MAINTAIN AN INSIDE TRAIL TECHNIQUE.
2. PLAY THE MAN. DO NOT LOOK BACK IN COVERAGE UNTIL YOU HEAR A "BALL" CALL FROM THE 1/2'S PLAYER INDICATING THAT THE BALL IS IN FLIGHT.
3. IF THE PLAYER BREAKS AWAY FROM YOU AND GETS SEPARATION, TAKE AN ANGLE TO HIS UPFIELD SHOULDER TO SECURE THE TACKLE.
4. COMMUNICATE AND ALERT ZEBRA'S ANYTIME THERE IS THE POSSIBILITY OF AN EXCHANGE.
5. THE WEAK SIDE UNDERNEATH COVER GUYS MUST COMMUNICATE THEIR CALLS (ME, YOU, OR SWIPE).
6. 1/2'S DROPPERS GET A 2 TO 1 READ. IF #2 CAN BE ERASED, YOU CAN SQUEEZE #1.
7. UNDERNEATH COVERAGE MUST BE PREPARED TO CARRY ALL VERTICAL RELEASES, MAINTAINING AN INSIDE TRAIL TECHNIQUE.
8. W/S AND S/S READ THE RELEASE OF THE TE. IF TE RELEASES INSIDE, W/S TAKES HIM AND S/S COMBO'S WITH #1. IF TE RELEASES OUTSIDE, S/S TAKES HIM AND W/S COMBO'S WITH #1.
9. SAM HAS #3. IF #3 IS IN THE FULLBACK POSITION OR IN THE UNDER POSITION, MAKE A 2ND BACK CALL TO THE WEAK END. THE WEAK END WILL TAKE THE BACK IN COVERAGE ON A FAST SWING ROUTE.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

FRANK OR ZEBRA - MAN-TO-MAN COVERAGE CALLS USED TO ENABLE US TO EXECUTE THE COVERAGE ON THE STRONG SIDE.

ME, YOU OR SWIPE - MAN-TO-MAN COVERAGE CALLS USED TO ENABLE US TO EXECUTE THE COVERAGE ON THE WEAK SIDE.

2ND BACK - A CALL MADE BY THE SAM TO THE WEAK END TO HAVE THE WEAK END TAKE THE 2ND BACK IN COVERAGE IF HE SWINGS WEAK.

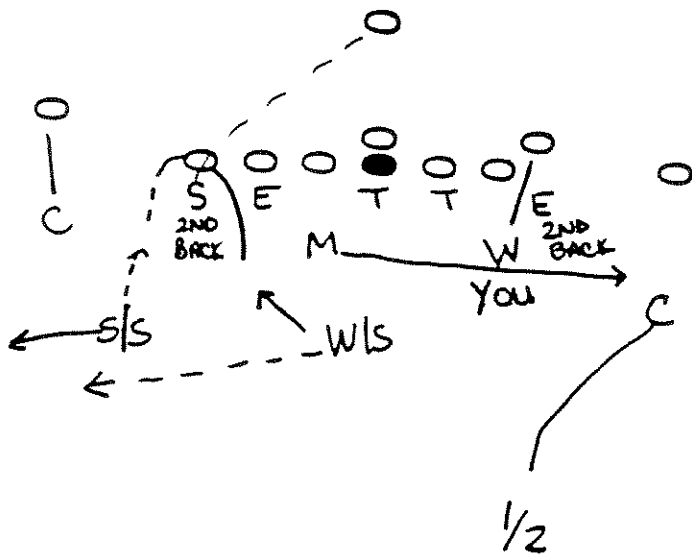
FIST, SLICE, FIST/SLICE, THUMBS - COVERAGE TECHNIQUES USED BY THE LINEBACKERS AND SECONDARY TO EXECUTE COVERAGE.



FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: COMBO 1

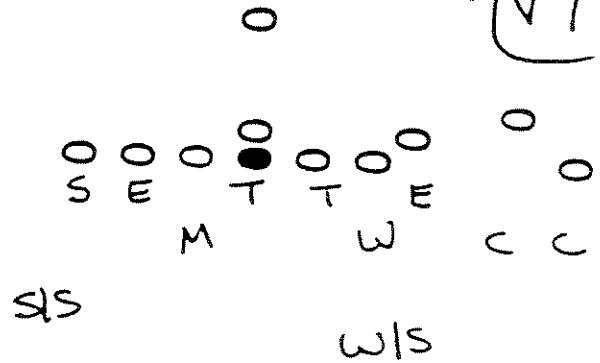
BROWN-UP OR JAYHAWK

PLAY IT

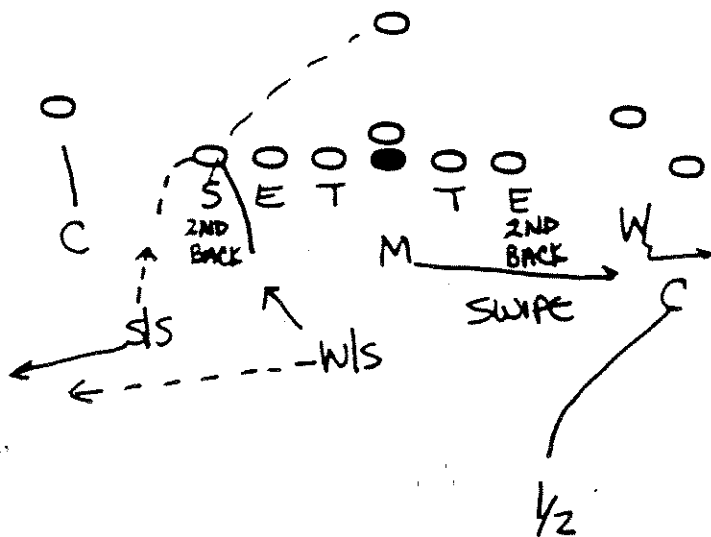


BROWN-UP FLOP OR JAYHAWK FLOP

(√7)

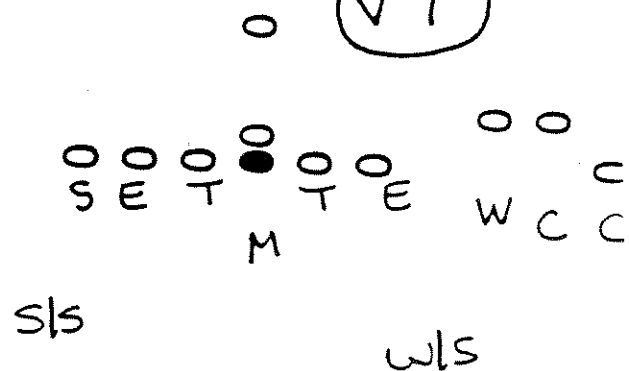


WHITE PLAY IT

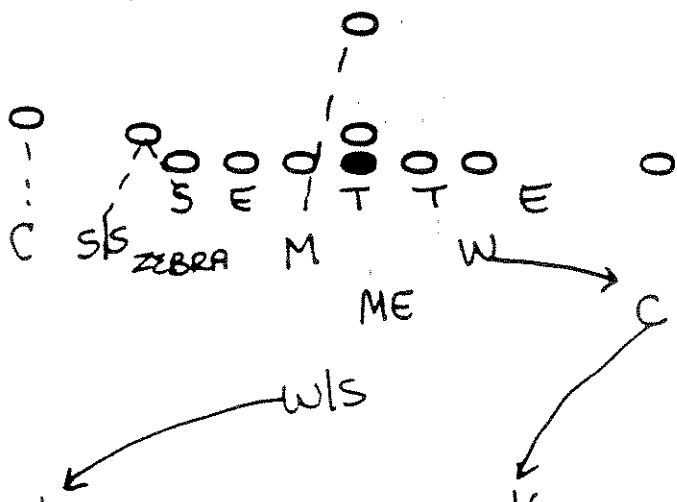


WHITE FLOP

(√7)

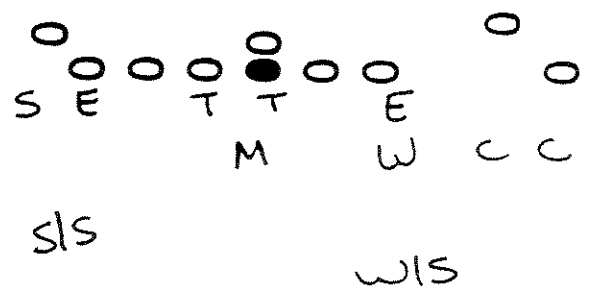


TWIN PLAY IT



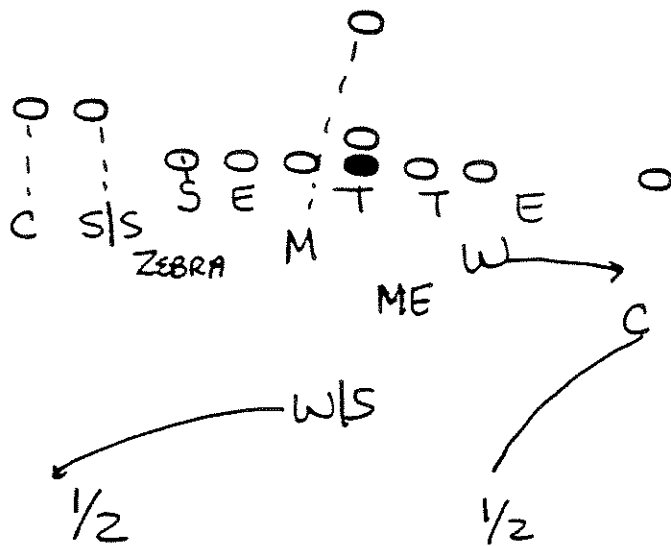
TWIN FLOP  
 V/OVERSLIDE

(√7)

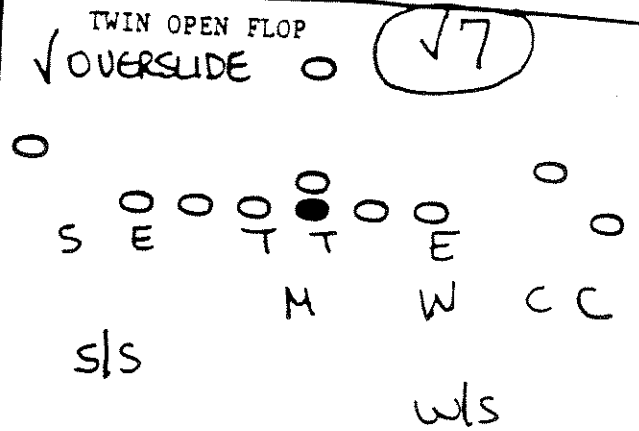


FRONT: REGULAR (7-MAN FRONTS)  
 COVERAGE: COMBO 1

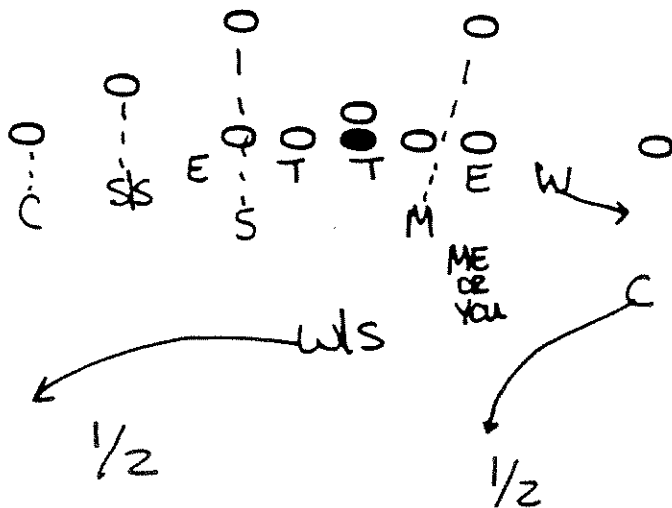
TWIN OPEN PLAY IT



TWIN OPEN FLOP  
 √ OVERSLIDE

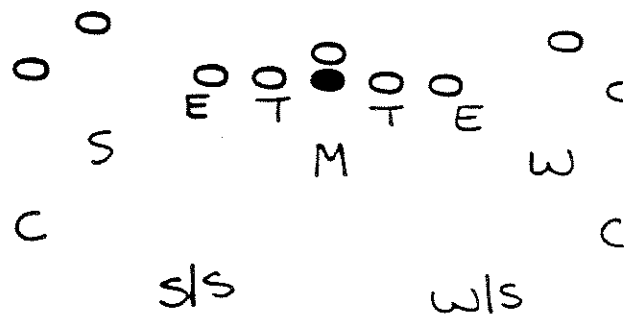


PINK PLAY IT



ORANGE

√ 7 OR 24



FRONT: REGULAR (7-MAN FRONTS)

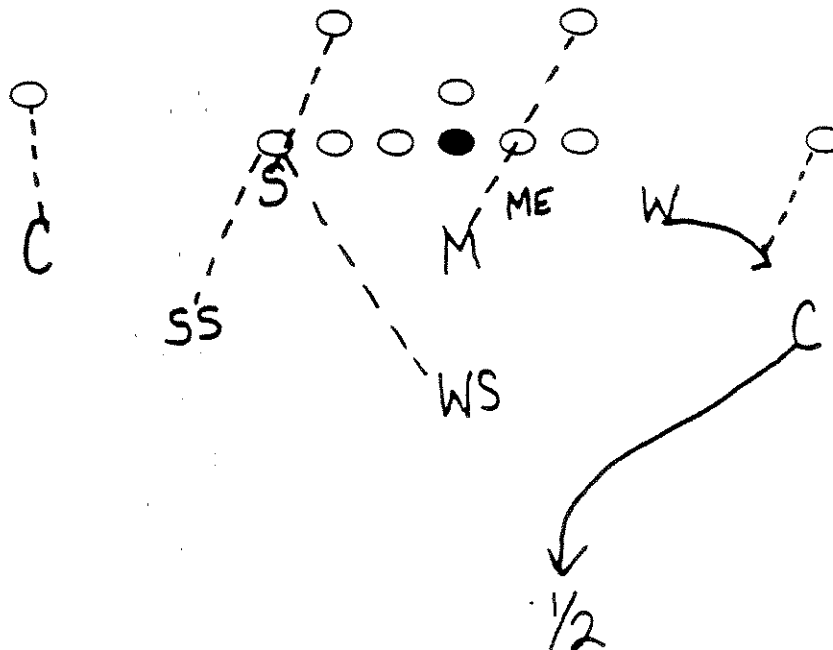
COVERAGE: COMBO X (II) (COMBO X IS USED VS. FLOPS)

COVERAGE DESCRIPTION: COMBO X (II) IS A 5 UNDER MAN-TO-MAN, 2 DEEP ZONE WITH THE WEAK SAFETY IN DOUBLE COVERAGE ON THE TIGHT END OR THE #2 RECEIVER ON THE STRONG SIDE.

WHEN COVERAGE IS USED: COMBO X (II) IS USED WHEN WE WANT TO TAKE THE TIGHT END OR #2 RECEIVER OUT OF THE PASSING GAME.

- KEY COACHING POINTS:
1. THE MEN WHO ARE DOUBLING THE TIGHT END OR #2 RECEIVER MUST COMMUNICATE THEIR TECHNIQUE (FIST OR FIST/SLICE)
  2. UNDERNEATH COVERAGE MUST GET HANDS ON RECEIVERS AND MAINTAIN PROPER TECHNIQUE
  3. PLAY THE MAN. DO NOT LOOK BACK IN COVERAGE UNTIL YOU HEAR A "BALL" CALL INDICATING THAT THE BALL IS IN FLIGHT
  4. IF THE PLAYER BREAKS AWAY FROM YOU AND GETS SEPARATION, TAKE AN ANGLE TO HIS UPFIELD SHOULDER TO SECURE THE TACKLE
  5. THE WEAK SIDE UNDERNEATH COVER GUYS MUST COMMUNICATE THEIR CALLS (ME, YOU, OR SWIPE)
  6. UNDERNEATH COVERAGE MUST BE PREPARED TO CARRY ALL VERTICAL RELEASES

## COMBO II





FRONT: (10)

COVERAGE: 2 Z

COVERAGE DESCRIPTION: 2 Z IS A BALANCED FOUR-UNDER, THREE-DEEP ZONE.

WHEN COVERAGE IS USED: 2 Z CAN BE USED AGAINST ANY BALANCED OFFENSIVE FORMATION OR AS A "PLAY IT" CALL IN LONGER YARDAGE SITUATIONS TO PROTECT AGAINST THE LONG PASS AND KEEP THE BALL IN FRONT OF OUR ZONE DEFENDERS.

- KEY COACHING POINTS:
1. MUST GET A GOOD PASS READ FROM YOUR KEY.
  2. KEEP YOUR EYES IN THE BACKFIELD IN YOUR DROP TO SEE DRAW OR THREE-STEP DROP BY THE QB.
  3. GET DEPTH IN YOUR DROP.
  4. ADJUST YOUR DROPS ACCORDING TO ROUTE RECOGNITION.
  5. CORNERS GET A GOOD 2 TO 1 READ, IF YOU CAN ELIMINATE #2, SQUEEZE #1.
  6. IF #2 PUSHES VERTICAL, CORNERS MUST STAY DEEP AND IN THE MIDDLE OF THEIR 1/3.
  7. RE-ROUTE ALL RECEIVERS TO THE INSIDE.
  8. DON'T JUMP OR CHASE THE UNDERNEATH ROUTES.
  9. THE NUMBERS DROPPER MUST NOT LET #2 CROSS HIS FACE AND MUST CARRY #2 THRU THE ZONE (FLAT AND UP OR WHEEL ROUTE).
  10. FORCE THE BALL TO BE THROWN IN FRONT OF YOU AND BREAK ON THE BALL. USING PROPER LEVERAGE, MAKE THE TACKLE AND STRIP THE BALL LOOSE.
  11. CORNERS AND SAFETY CANNOT GET BEAT DEEP.
  12. SAM AND WILL MUST LINE UP ON #2 WEAK OR STRONG.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

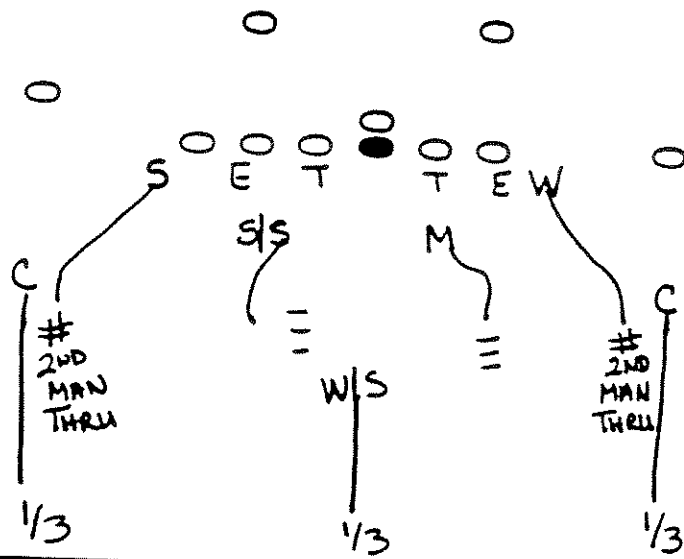
BLUE - TO ESTABLISH RUN FORCE AND NUMBERS DROP RESPONSIBILITY TO BOTH SIDES.



FRONT: (10)  
COVERAGE: 2 Z

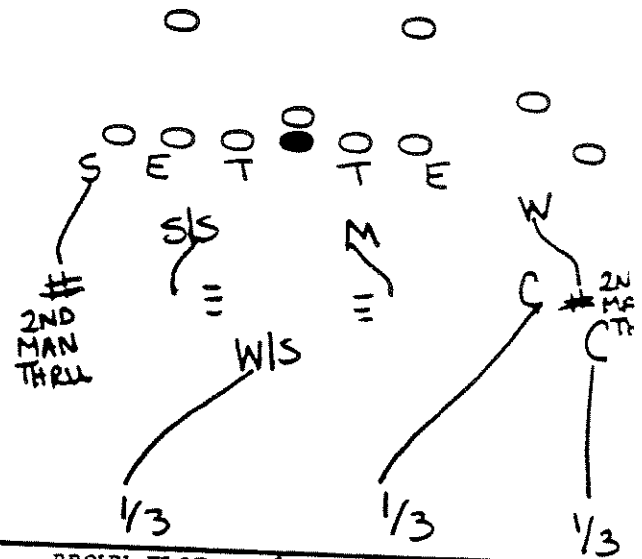
RED

COULD  $\sqrt{3\#}$



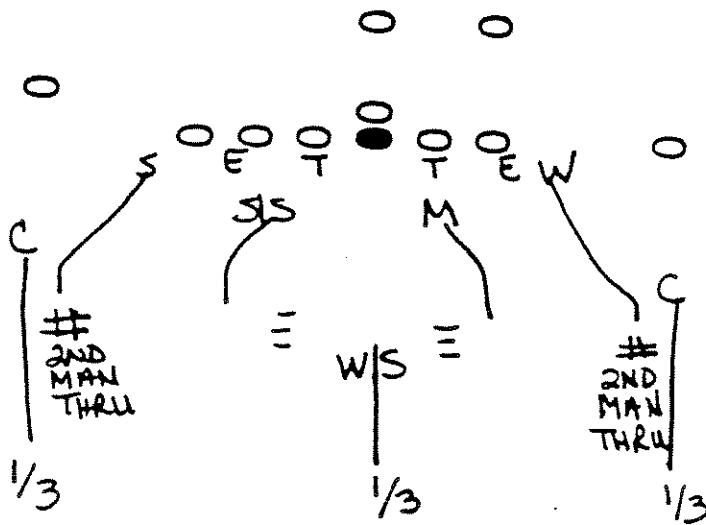
RED FLOP

COULD  $\sqrt{3\#}$



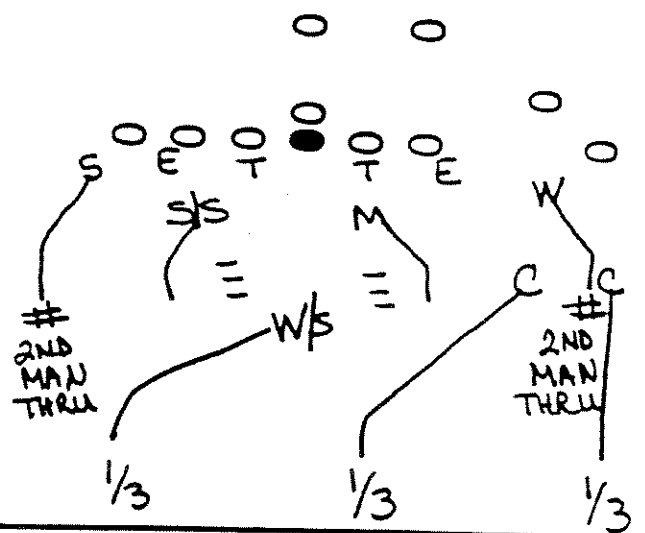
BROWN

PLAY IT



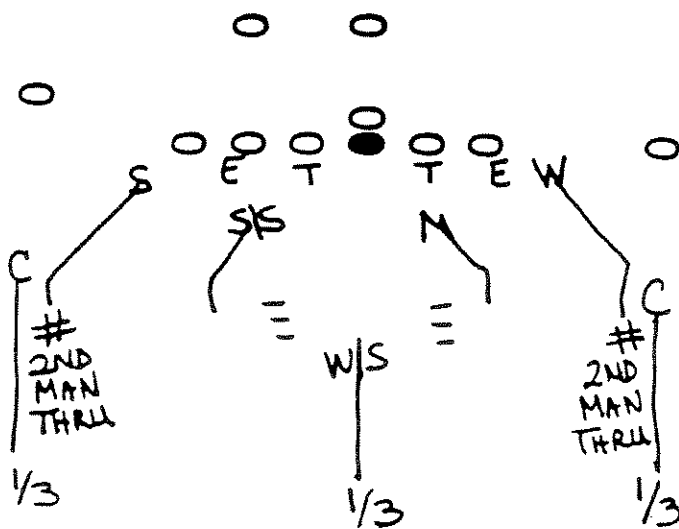
BROWN FLOP

COULD  $\sqrt{3\#}$



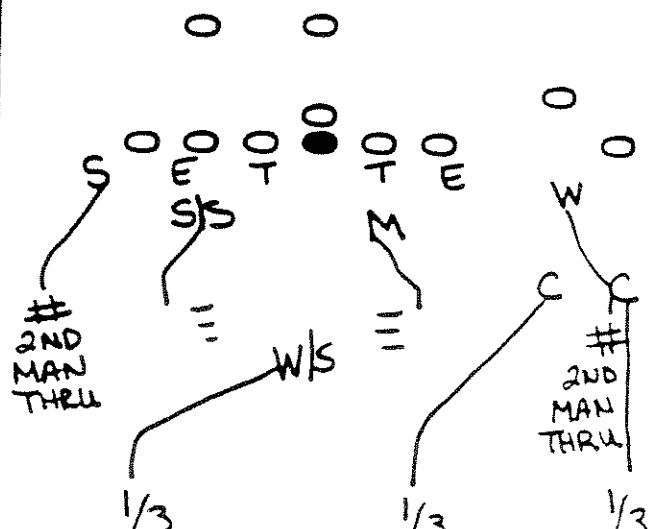
BLUE

COULD  $\sqrt{3\#}$



BLUE FLOP

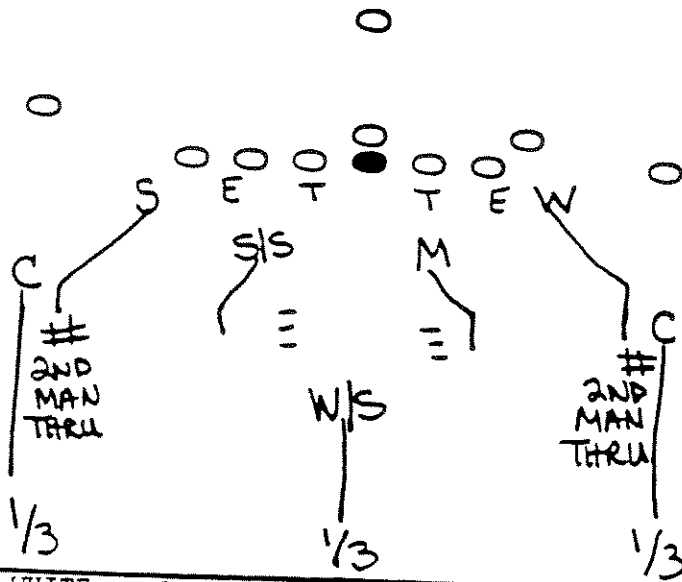
PLAY IT



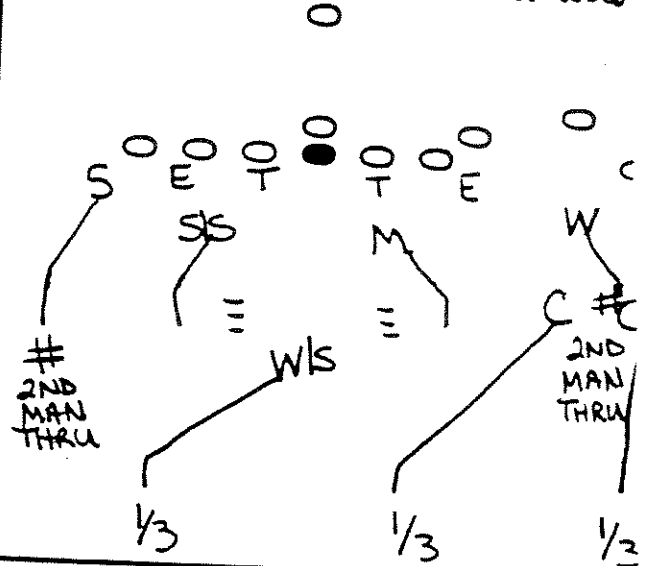
FRONT: (10)  
 COVERAGE: 2 Z

BROWN-UP OR JAYHAWK

PLAY IT

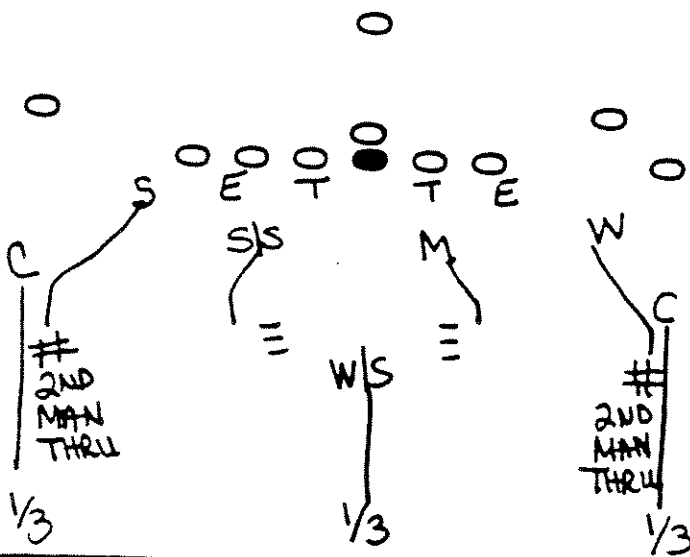


BROWN-UP FLOP OR JAYHAWK FLOP COULD



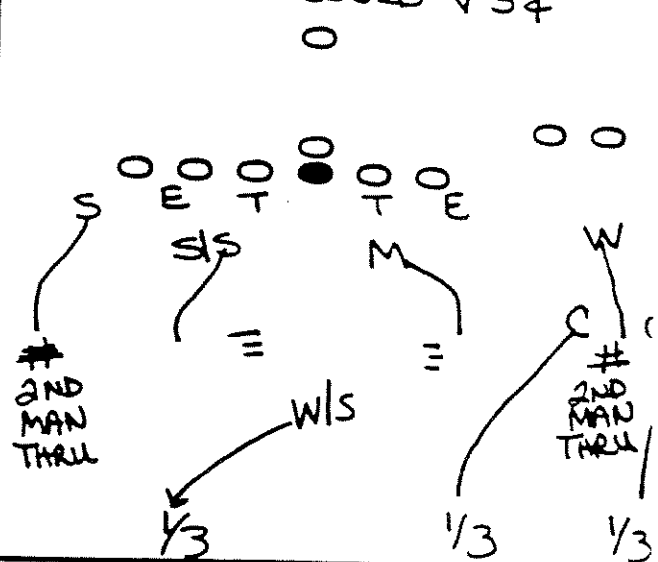
WHITE

PLAY IT



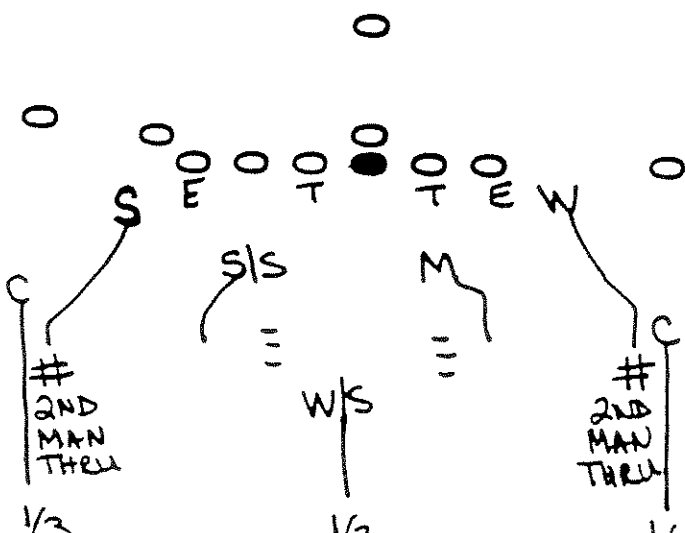
WHITE FLOP

COULD  $\sqrt{3\neq}$



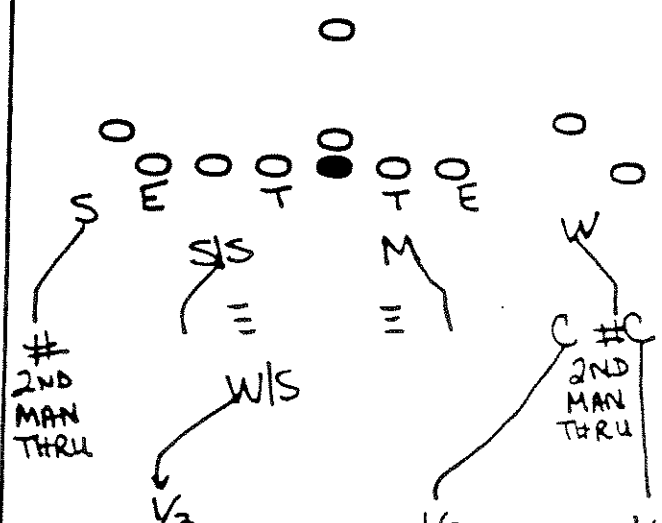
TWIN

COULD  $\sqrt{3\neq}$



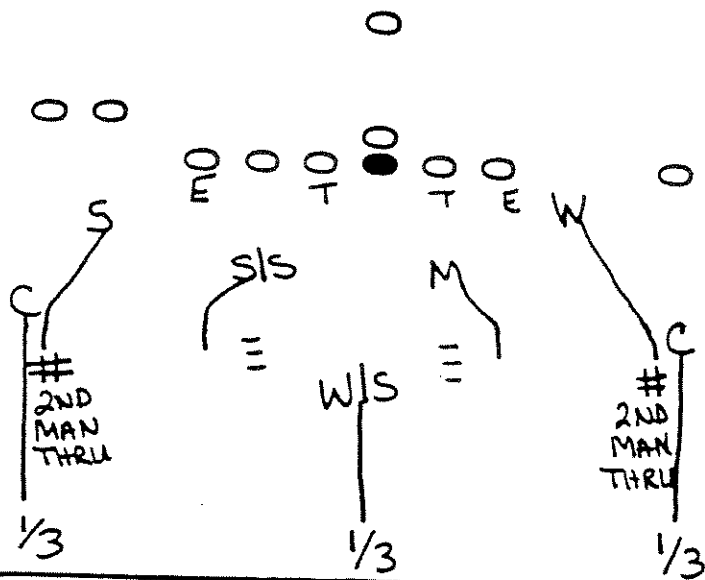
TWIN FLOP

PLAY IT

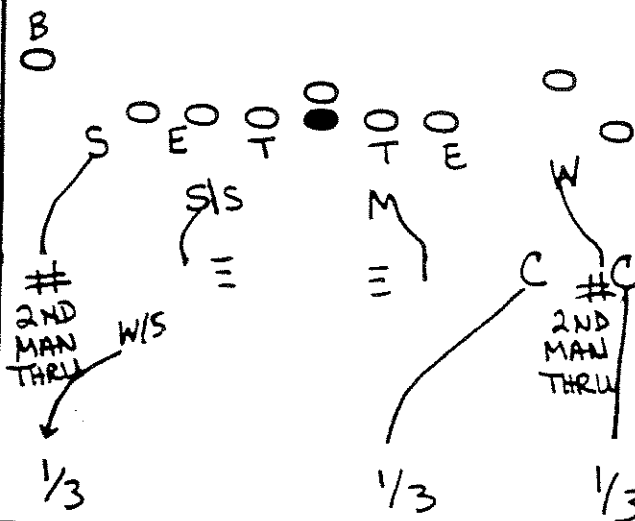


FRONT: \_\_\_\_\_ (10)  
COVERAGE: \_\_\_\_\_ 2 2

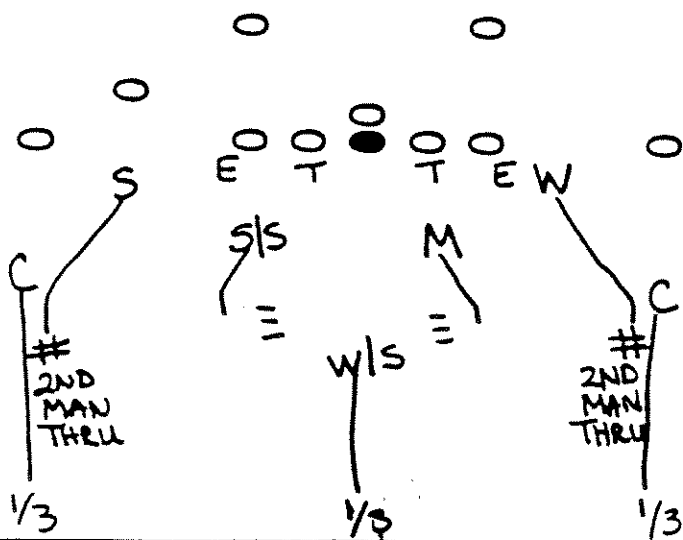
TWIN OPEN COULD  $\sqrt{3\neq}$



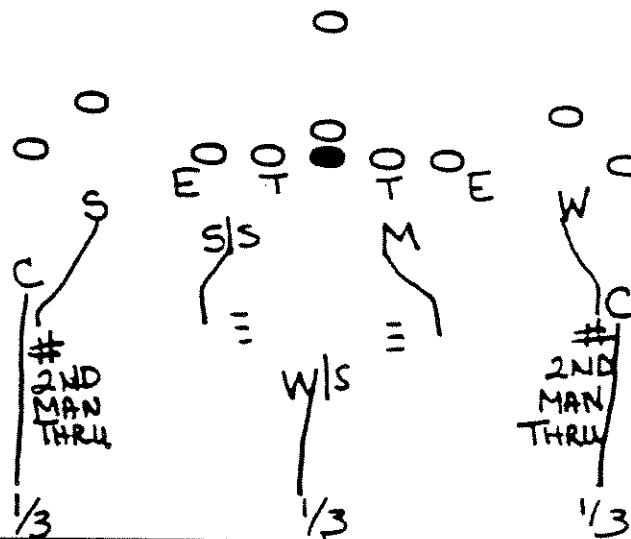
TWIN OPEN FLOP PLAY IT



PINK COULD  $\sqrt{3\neq}$



ORANGE PLAY IT



FRONT: (10)

COVERAGE: 3 Z

COVERAGE DESCRIPTION: 3 Z IS AN OVERLOADED ZONE TO THE THREE-RECEIVER SIDE AND MAN-TO-MAN BACKSIDE.

WHEN COVERAGE IS USED: 3 Z CAN BE USED ANYTIME THERE ARE THREE-RECEIVERS TO A SIDE, EITHER BY ALIGNMENT OR MOVEMENT.

- KEY COACHING POINTS:
1. GET A GOOD PASS READ BY YOUR KEY.
  2. COMMUNICATE THE DIRECTION OF 3 Z, AND KNOW WHO HAS THE DIVIDER, NUMBERS, AND HASH CROSSERS.
  3. MUST COMMUNICATE THE ZIP OR ZIP GO CALL TO THE END.
  4. MUST IDENTIFY THE LOCATION OF THE WEAK BACK TO MAKE THE PROPER WEAK-SIDE CALL (ZIP OR ZIP GO).
  5. HASH CROSSERS DROPPER MUST CARRY ANY CROSSER FROM THE THREE-RECEIVER SIDE. MAKE THE RECEIVER PLAY OVER THE TOP.
  6. THE NUMBERS DROPPER MUST SEE THE 1ST CROSSER AND BE PREPARED TO "JUMP" THE 2ND CROSSER.
  7. THE DIVIDER DROPPER MUST CARRY THE 2ND MAN THRU THE ZIP.
  8. THE WEAK SAFETY OPENS AWAY FROM THE THREE-RECEIVER SIDE AND STAYS TO THAT SIDE AS LONG AS THE QB LOOKS THAT WAY. ONCE THE QB'S EYES COME BACK TO THE THREE-RECEIVER SIDE, WORK BACK TO THE MIDDLE 1/3.
  9. THE CORNER TO THE 3 Z SIDE HAS DEEP OUTSIDE 1/3 WITH A 2 TO 1 READ. IF #2 IS ERASED, SQUEEZE #1.
  10. THE BACKSIDE CORNER IS MAN-TO-MAN WITH POSSIBLE UNDERNEATH HELP, DEPENDING ON THE ALIGNMENT OR RELEASE OF THE WEAK BACK.
  11. A FRANK OR ZEBRA CALL WILL BE USED ON THE BACKSIDE WHEN A ZIP OR ZIP GO CANNOT BE USED.
  12. ON THE WEAK-SIDE, A ZIP GO CALL IS USED WHEN THERE IS NEAR BACK.
  13. ON THE WEAK-SIDE, A ZIP CALL IS USED WHEN THERE IS A BACK IN THE NEAR BACK POSITION.

CALLS THAT MUST BE COMMUNICATED WITHIN THE FRONT AND COVERAGE:

ZIP OR ZIP GO- A CALL FROM WILL TO THE WEAK END TO DETERMINE COVERAGE ON THE WEAK BACK.

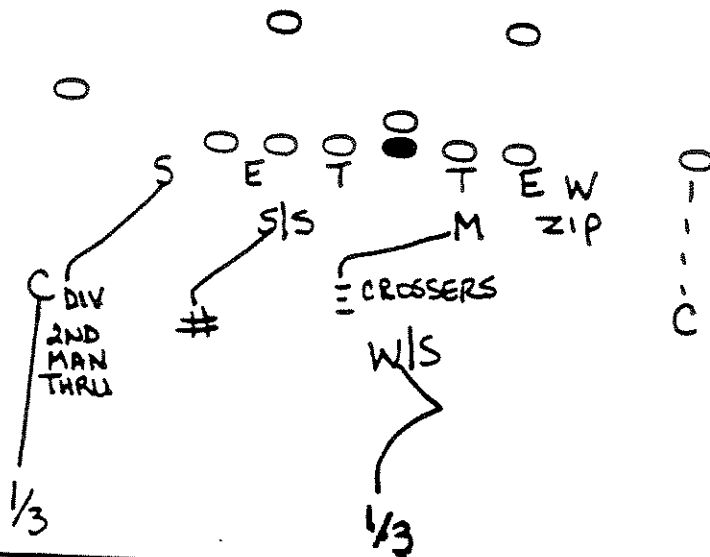
FRANK OR ZEBRA- MAN TO MAN COVERAGE TECHNIQUE CALL ON THE BACKSIDE OF 3 Z WHEN A ZIP OR ZIP GO CALL CANNOT BE USED.

SALLY, CORA, OR BLUE- A CALL TO DETERMINE THE DIVIDER DROPPER. IT IS UNDERSTOOD THAT THE RUN FORCE WILL BE BLUE IN THE (10) FRONT.

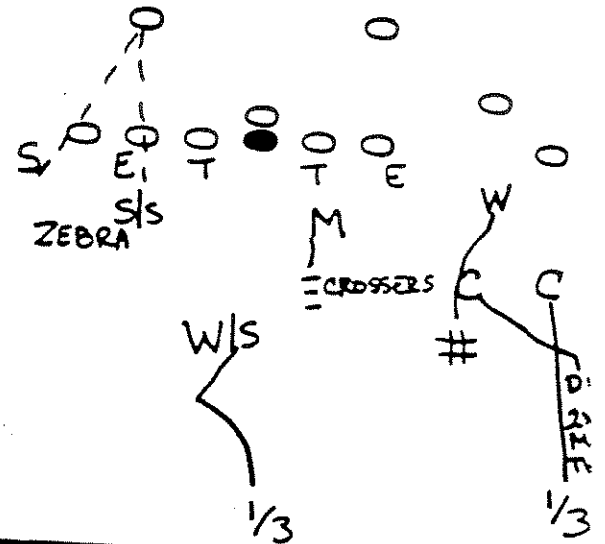
3 Z DOUBLE CROSSER- A COVERAGE ADJUSTMENT VS. GREEN FORMATION.

FRONT: \_\_\_\_\_ (10)  
 COVERAGE: \_\_\_\_\_ 3 Z

RED PLAY IT

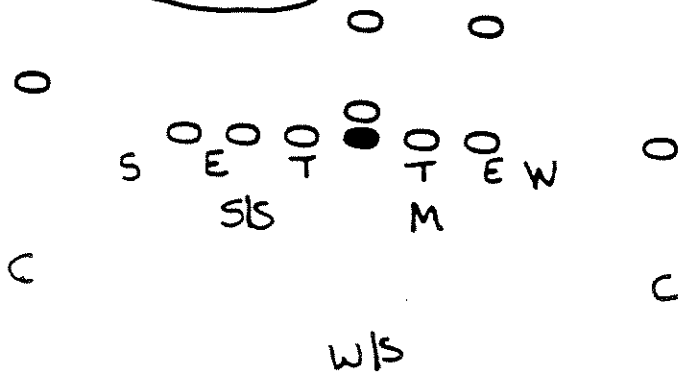


RED FLOP PLAY IT

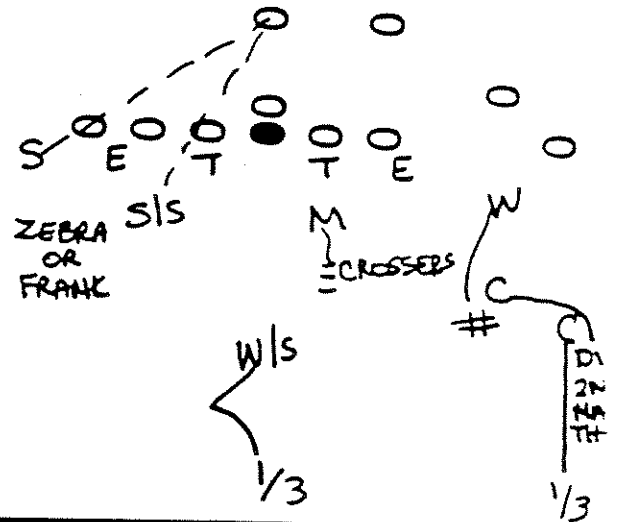


BROWN

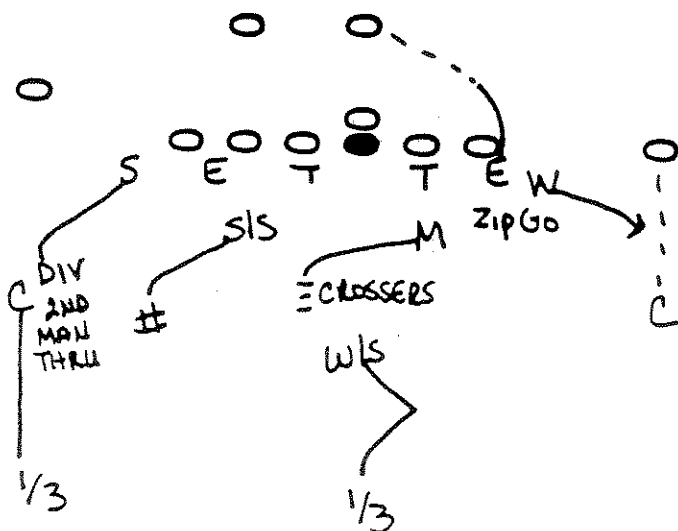
✓ 2#



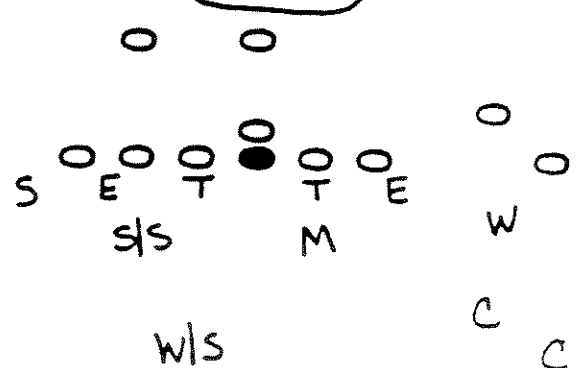
BROWN FLOP PLAY IT



BLUE PLAY IT



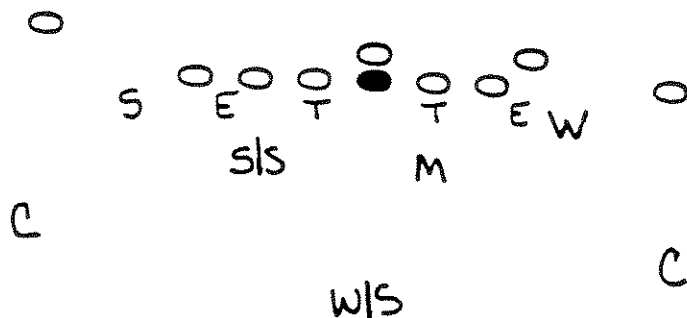
BLUE FLOP ✓ 2#



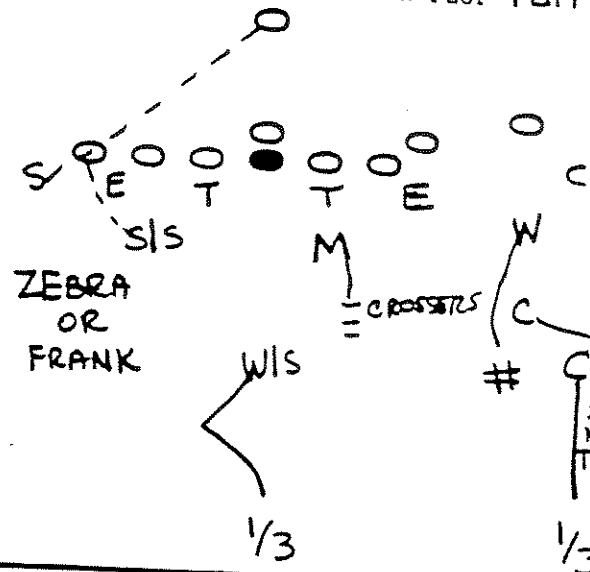
FRONT: (10)  
 COVERAGE: 3 2

BROWN-UP OR JAYHAWK

✓ 2 4

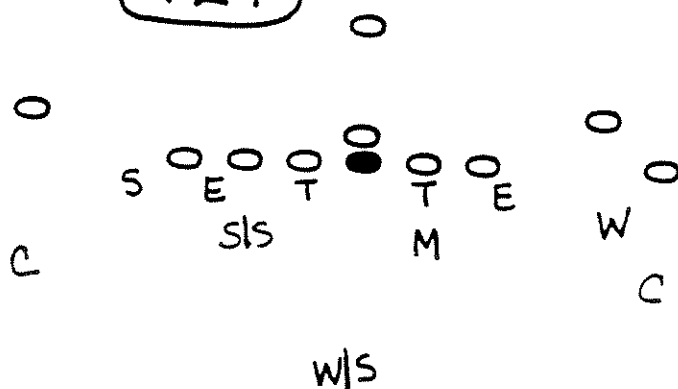


BROWN-UP FLOP OR JAYHAWK FLOP PLAY

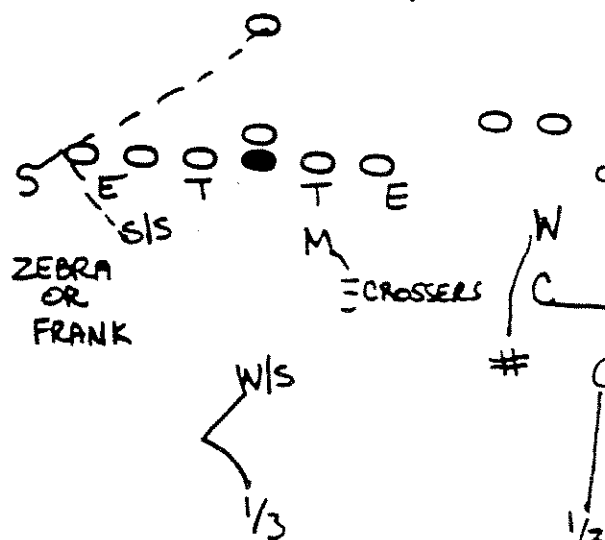


WHITE

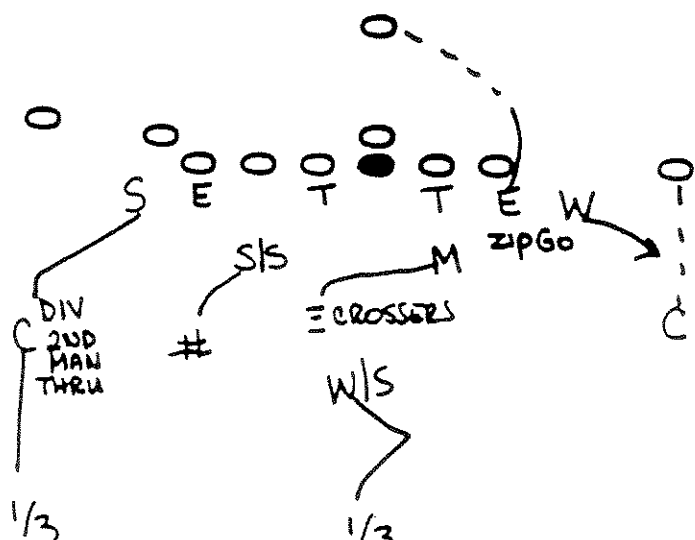
✓ 2 4



WHITE FLOP PLAY IT

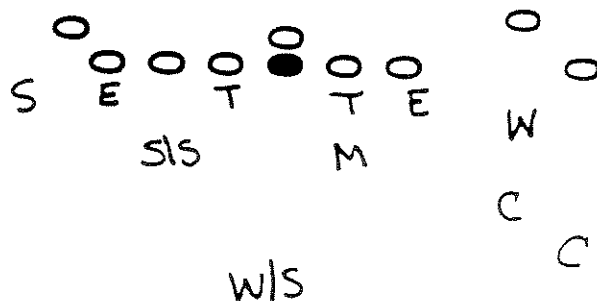


TWIN PLAY IT



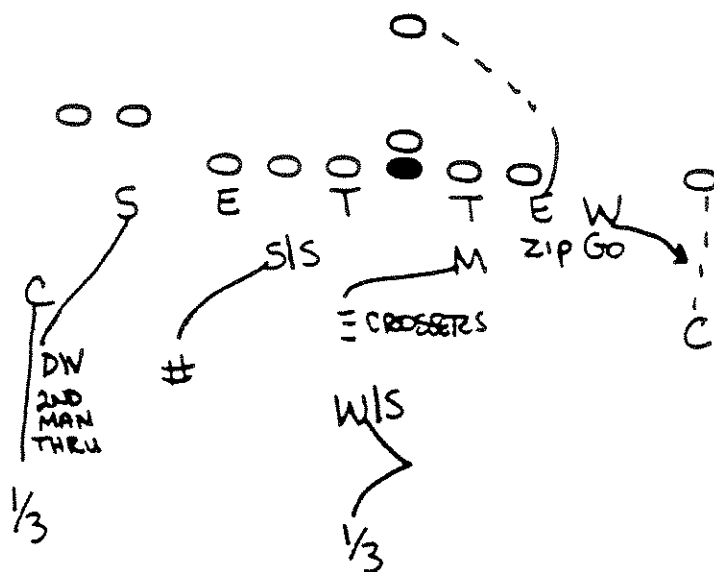
TWIN FLOP

✓ 2 4

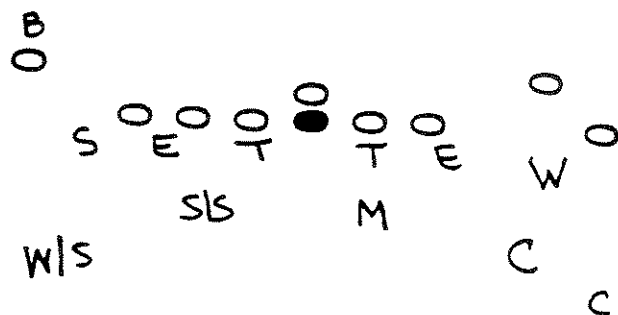


FRONT: (10)  
COVERAGE: 3 Z

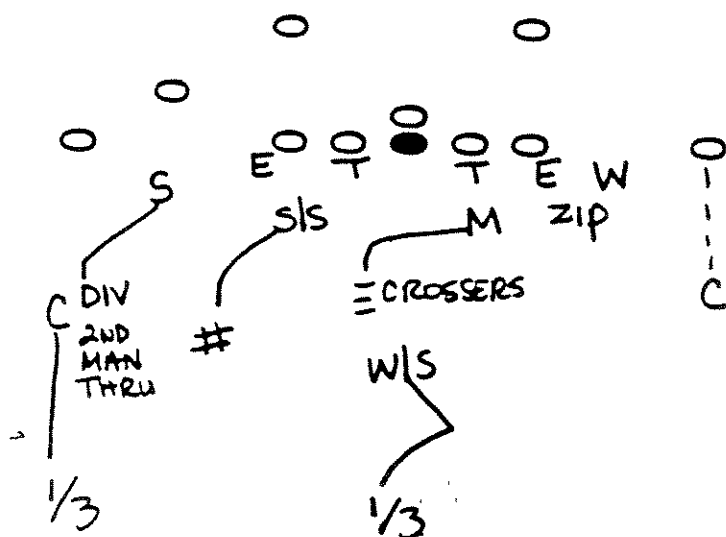
TWIN OPEN      PLAY IT



TWIN OPEN FLOP

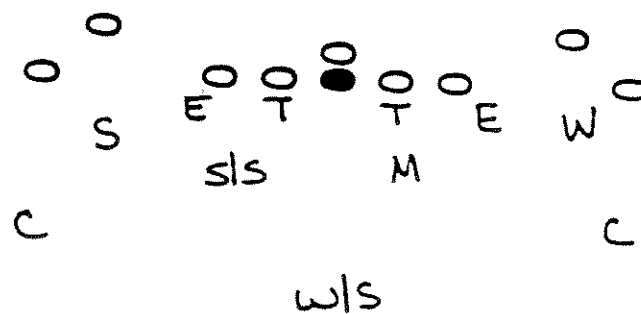
 $\sqrt{2}$ 

PINK PLAY IT



ORANGE

$\sqrt{2} \neq$



FRONT: (10)

COVERAGE: 7

COVERAGE DESCRIPTION: 7 IS A 5 UNDER MAN-TO-MAN, 2 DEEP ZONE WITH THE WEAK SAFETY WORKING WEAK.

WHEN COVERAGE IS USED: 7 IS USED WHEN WE WANT TO AGGRESSIVELY ATTACK AND PLAY MAN-TO-MAN UNDERNEATH COVERAGE TAKING THE INSIDE AWAY WITH DEEP OUTSIDE HELP.

KEY COACHING POINTS:

1. UNDERNEATH COVAERAGE MUST GET HANDS ON THE RECEIVERS AND MAINTAIN AN INSIDE TRAIL TECHNIQUE.
2. PLAY THE MAN. DO NOT LOOK BACK IN COVERAGE UNTIL YOU HEAR A "BALL" CALL FROM THE SAFETIES INDICATING THAT THE BALL IS IN FLIGHT.
3. IF THE RECEIVER BREAKS AWAY FROM YOU AND GETS SEPARATION, TAKE AN ANGLE TO HIS UPFIELD SHOULDER TO SECURE THE TACKLE.
4. COMMUNICATE AND ALERT ZEBRA'S ANYTIME THERE IS THE POSSIBILITY OF AN EXCHANGE.
5. W/S AND STRONG CORNER HAVE A 2 TO 1 READ. IF #2 IS ERASED, SQUEEZE #1.
6. UNDERNEATH COVERAGE MUST BE PREPARED TO CARRY ANY VERTICAL RELEASES, MAINTAINING AN INSIDE TRAIL TECHNIQUE.
7. ALERT ZEBRA AND THREE-WAY CALLS WHEN THEY APPLY.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

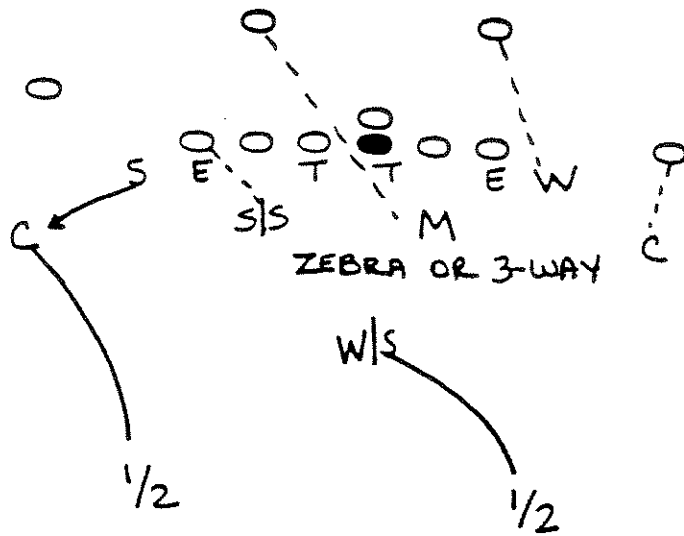
FRANK, ZEBRA, OR 3-WAY - COVERAGE CALLS USED BY THE STRONG SAFETY, MIKE, AND WILL TO EXECUTE COVERAGE.

FIST, SLICE, FIST/SLICE, OR THUMBS - COVERAGE TECHNIQUES USED BY THE LINEBACKERS AND SECONDARY TO EXECUTE COVERAGE.

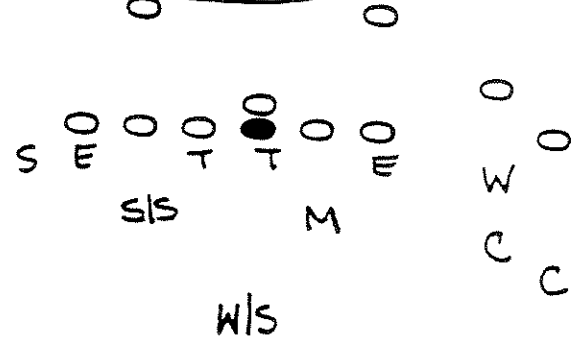


FRONT: \_\_\_\_\_ (10)  
 COVERAGE: \_\_\_\_\_ 7

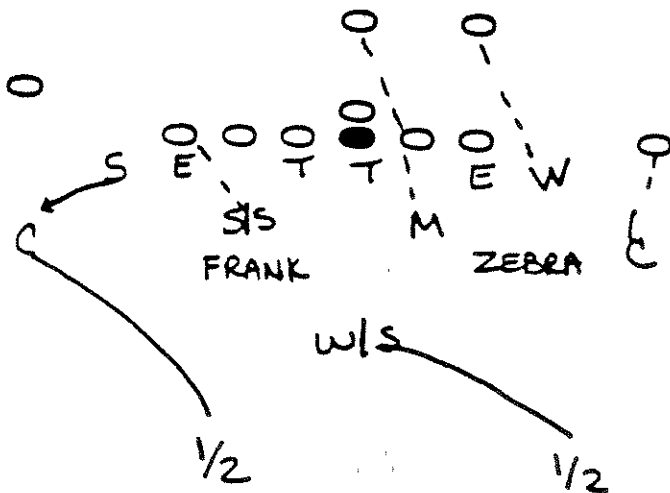
RED PLAY IT



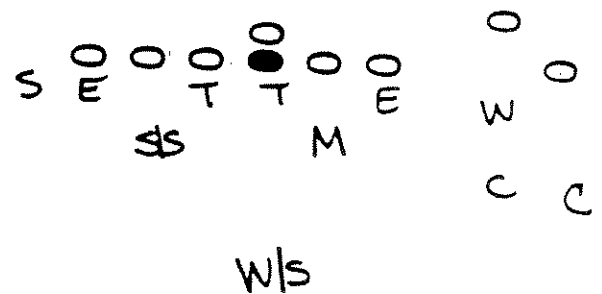
RED FLOP ✓ C/X



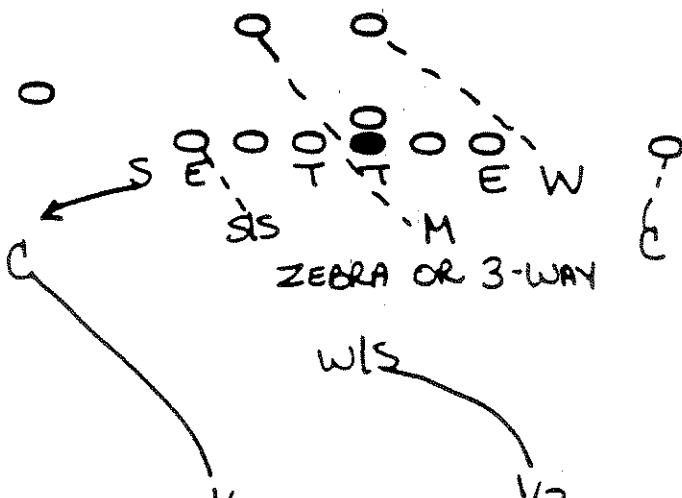
BROWN PLAY IT



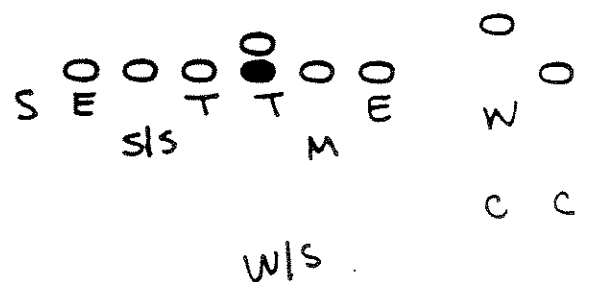
BROWN FLOP ✓ C/X



BLUE PLAY IT

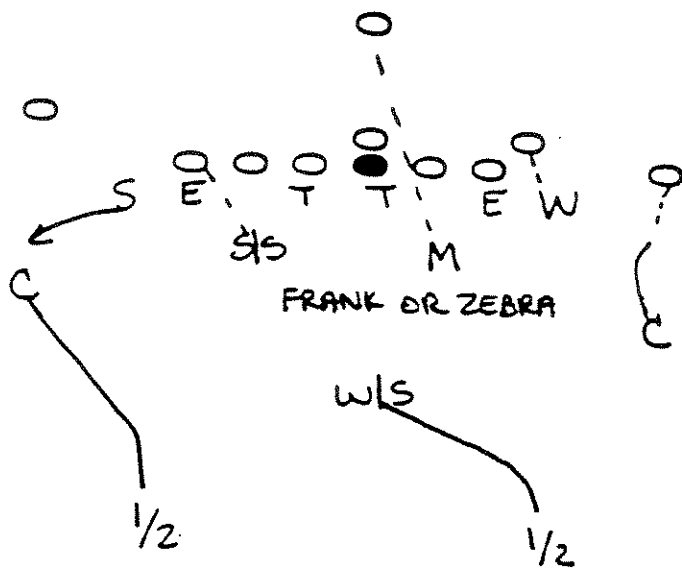


BLUE FLOP ✓ C/X

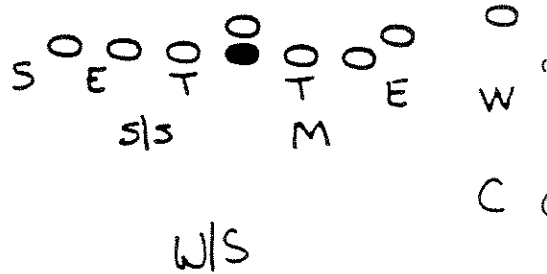


FRONT: (10)  
COVERAGE: 7

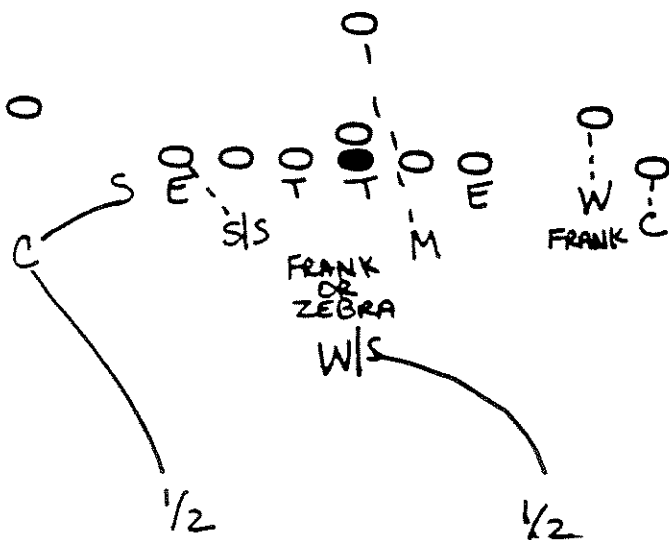
BROWN-UP OR JAYHAWK      PLAY IT



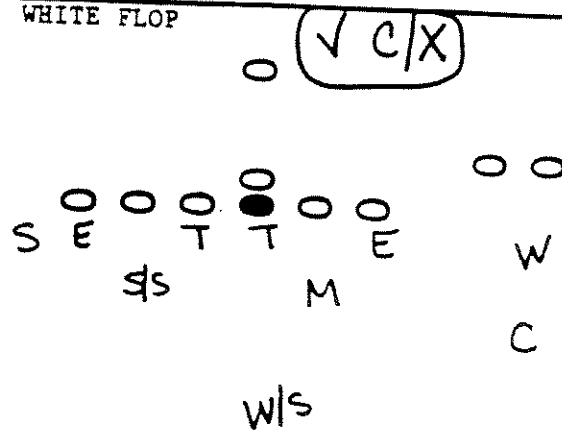
BROWN-UP FLOP OR JAYHAWK FLOP ☒ C



WHITE PLAY IT

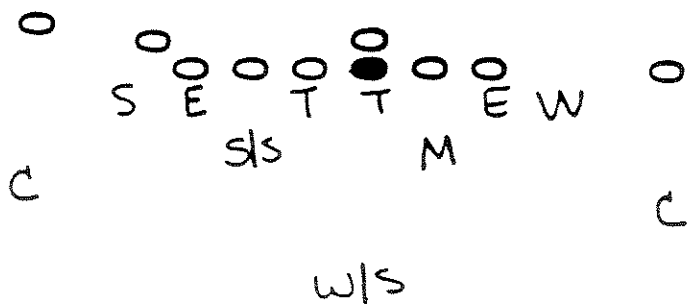


WHITE FLOP



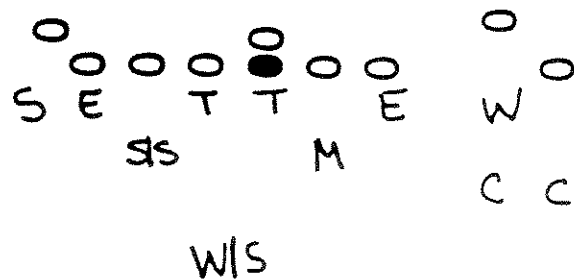
TWIN

✓ 3# OR C/1



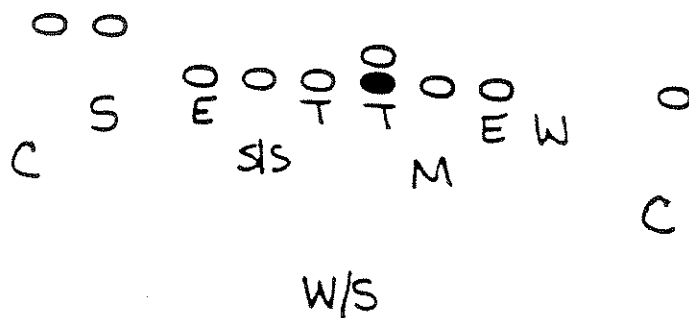
TWIN FLOP

✓ C / X

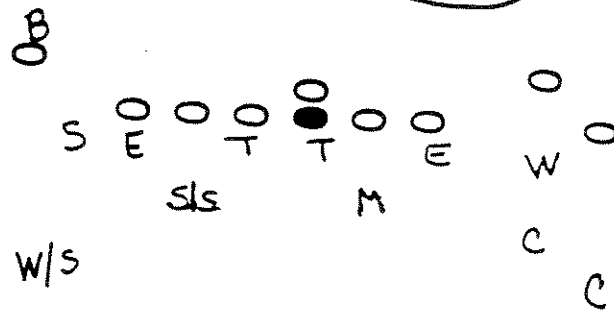


FRONT: \_\_\_\_\_ (10)  
 COVERAGE: \_\_\_\_\_ 7

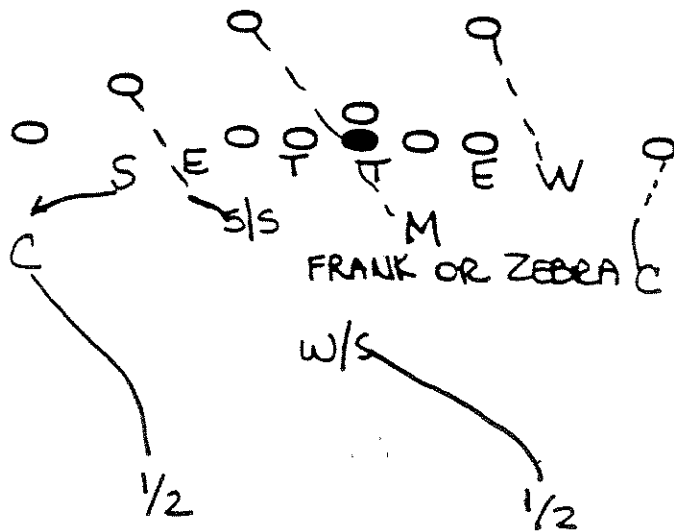
TWIN OPEN  $\sqrt{3\neq}$  OR C/1



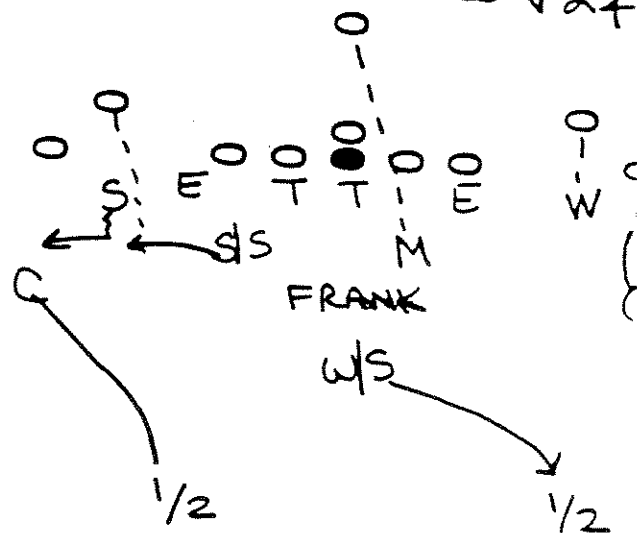
TWIN OPEN FLOP  $\sqrt{C/X}$



PINK PLAY IT COULD  $\sqrt{3\neq}$



ORANGE PLAY IT COULD  $\sqrt{2\neq}$



FRONT: (10)

COVERAGE: COMBO I

COVERAGE DESCRIPTION: COMBO I IS A 5 UNDER MAN-TO-MAN, 2 DEEP ZONE WITH THE WEAK SAFETY WORKING STRONG.

WHEN COVERAGE IS USED: COMBO I IS USED WHEN WE WANT TO TAKE AWAY THE STRONG SIDE PASSING GAME WITH AGGRESSIVE MAN-TO-MAN UNDERNEATH COVERAGE WITH 1/2'S COVERAGE ON TOP.

KEY COACHING POINTS:

1. UNDERNEATH COVERAGE MUST GET HANDS ON THE RECEIVERS AND MAINTAIN AN INSIDE TRAIL TECHNIQUE.
2. PLAY THE MAN. DO NOT LOOK BACK IN COVERAGE UNTIL YOU HEAR A "BALL" CALL FROM THE 1/2'S PLAYER INDICATING THAT THE BALL IS IN FLIGHT.
3. IF THE PLAYER BREAKS AWAY FROM YOU AND GETS SEPARATION, TAKE AN ANGLE TO HIS UPFIELD SHOULDER TO SECURE THE TACKLE.
4. COMMUNICATE AND ALERT ZEBRA'S ANYTIME THERE IS THE POSSIBILITY OF AN EXCHANGE.
5. THE WEAK SIDE UNDERNEATH COVER GUYS MUST COMMUNICATE THEIR CALLS (ME, YOU, OR SWIPE).
6. 1/2'S DROPPERS GET A 2 TO 1 READ. IF #2 CAN BE ERASED, YOU CAN SQUEEZE #1.
7. UNDERNEATH COVERAGE MUST BE PREPARED TO CARRY ALL VERTICAL RELEASES, MAINTAINING AN INSIDE TRAIL TECHNIQUE.
8. SAM AND S/S HAVE THE TE AND STRONG BACK IN COVERAGE.
9. IF THE STRONG BACK IS IN THE FULLBACK POSITION OR IN THE UNDER POSITION, SAM MAKES A TRAIN CALL TO THE WEAK END. WITH A TRAIN CALL, THE WEAK END HAS THE BACK IN COVERAGE IF HE COMES OUT TO HIS SIDE.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

FRANK OR ZEBRA - MAN-TO-MAN COVERAGE CALLS USED TO ENABLE US TO EXECUTE THE COVERAGE ON THE STRONG SIDE.

ME, YOU, SWIPE, OR SWIPE TAKE - MAN-TO-MAN COVERAGE CALLS USED TO ENABLE US TO EXECUTE THE COVERAGE ON THE WEAK SIDE.

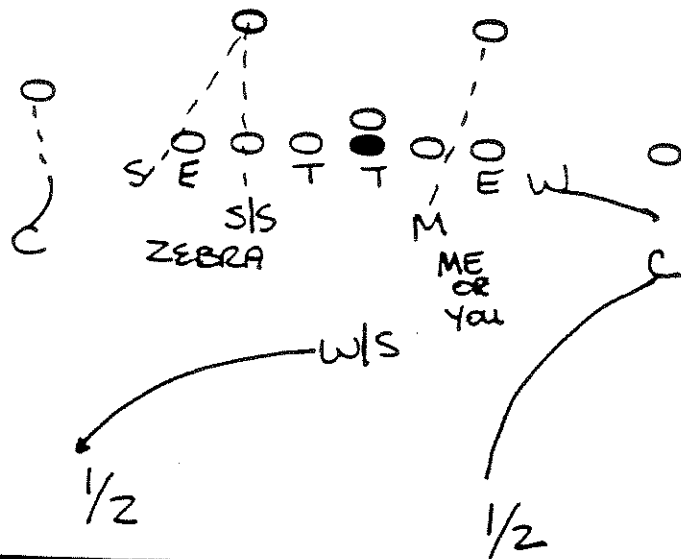
TRAIN - A CALL MADE BY THE SAM TO THE WEAK END TO HAVE THE WEAK END TAKE THE 2ND BACK IN COVERAGE IF HE COMES OUT ON HIS SIDE.

FIST, SLICE, FIST/SLICE, OR THUMBS - COVERAGE TECHNIQUES USED BY THE LINEBACKERS AND SECONDARY TO EXECUTE COVERAGE.

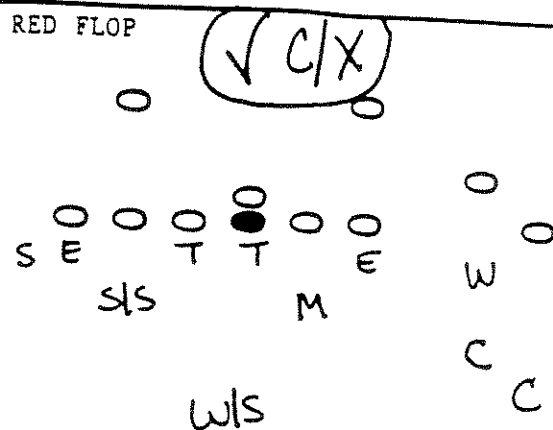
FRONT: \_\_\_\_\_ (10)  
 COVERAGE: \_\_\_\_\_ COMBO 1

RED

PLAY IT

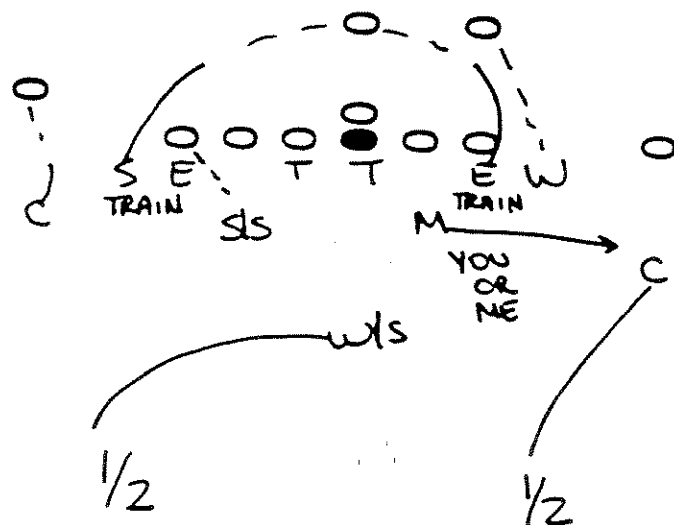


RED FLOP

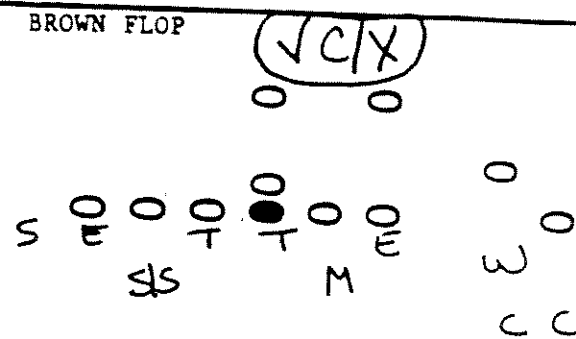


BROWN

PLAY IT

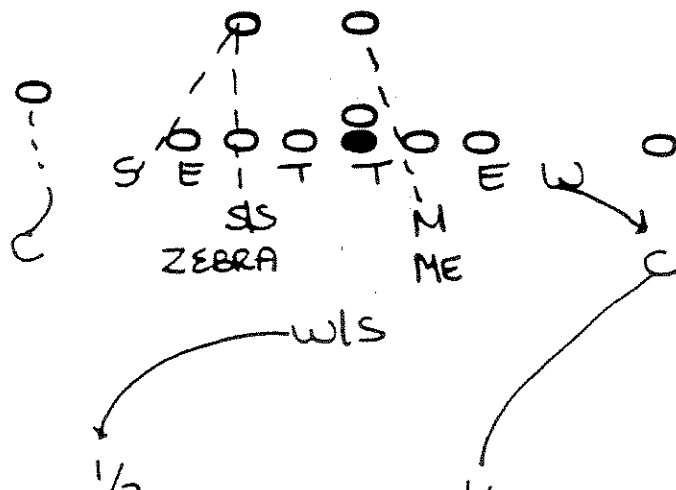


BROWN FLOP

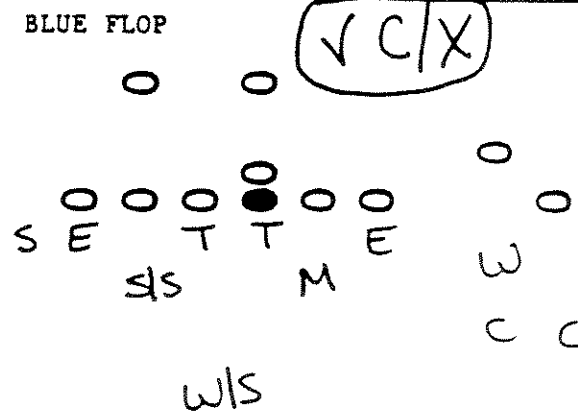


BLUE

PLAY IT



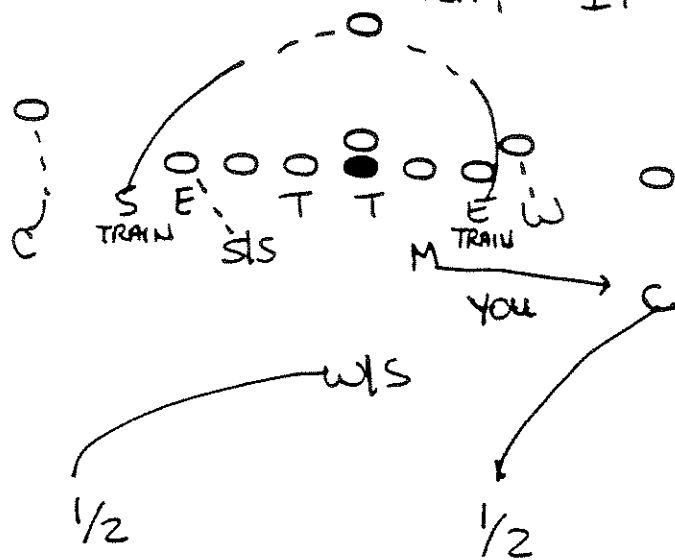
BLUE FLOP



FRONT: (10)  
 COVERAGE: COMBO 1

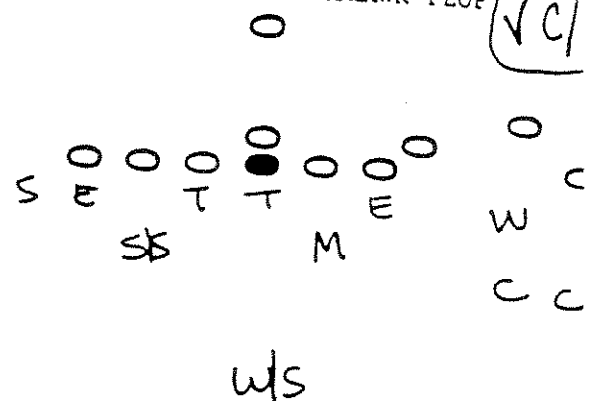
BROWN-UP OR JAYHAWK

PLAY IT



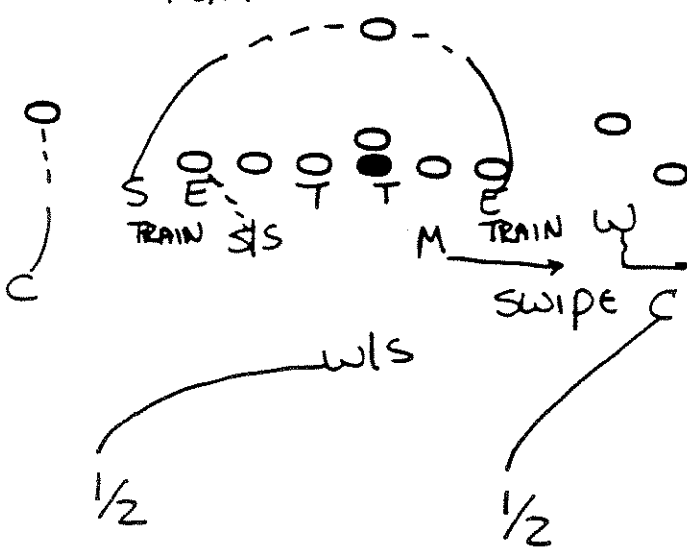
BROWN-UP FLOP OR JAYHAWK FLOP

✓C/



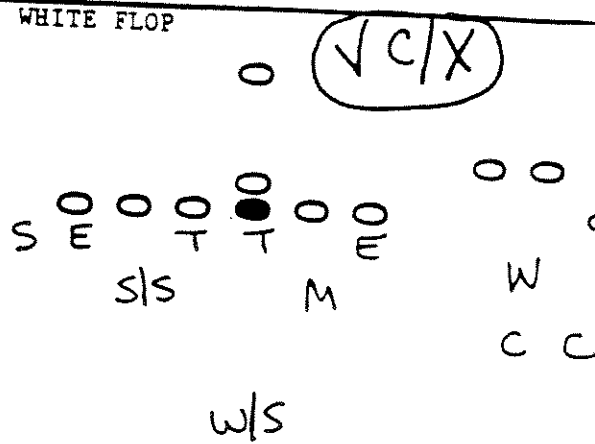
WHITE

PLAY IT



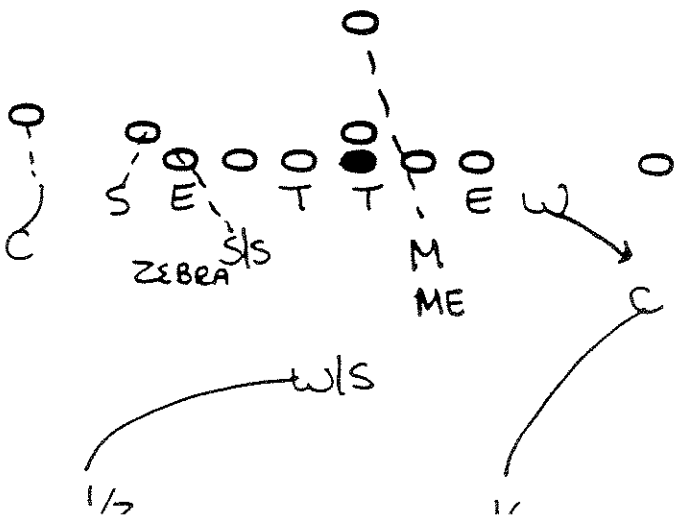
WHITE FLOP

✓C/X



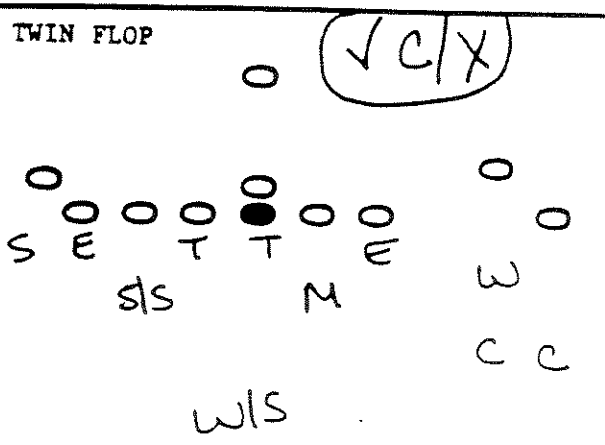
TWIN

PLAY IT



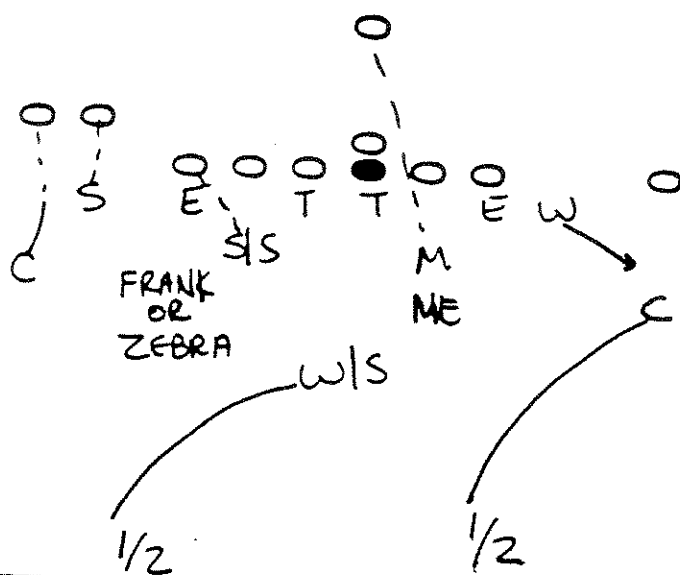
TWIN FLOP

✓C/X

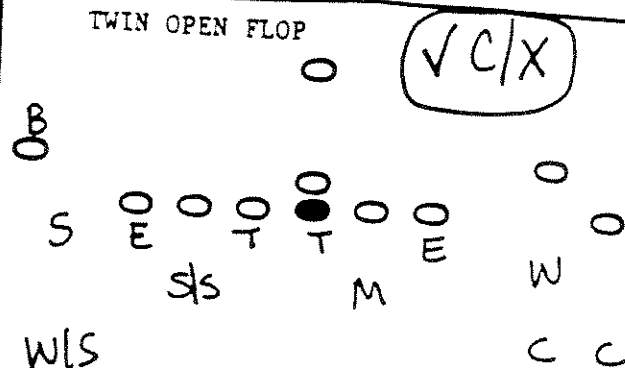


FRONT: \_\_\_\_\_ (10)  
 COVERAGE: \_\_\_\_\_ COMBO 1

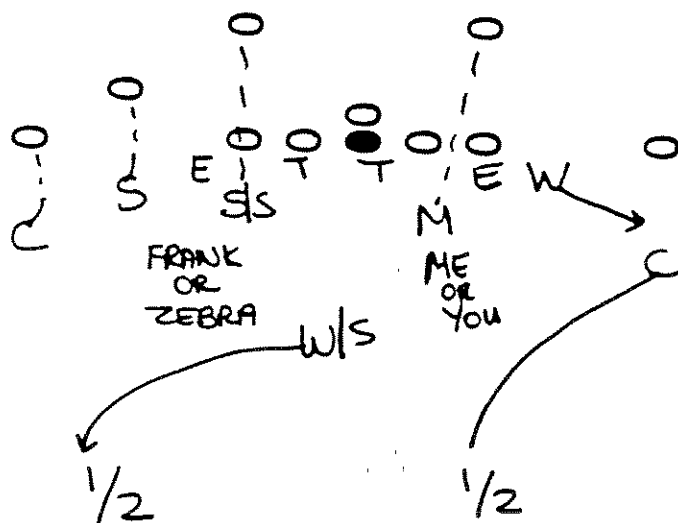
TWIN OPEN PLAY IT



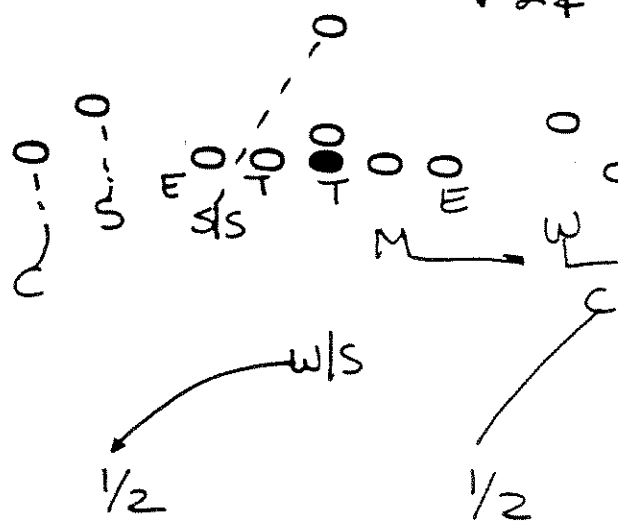
TWIN OPEN FLOP



PINK PLAY IT



ORANGE PLAY IT OR  $\sqrt{2}$



FRONT: 4-3 (4)

COVERAGE: 4 Z BLUE (DALLAS ZONE)

COVERAGE DESCRIPTION: 4 Z IS A BALANCED FOUR-UNDER, THREE-DEEP ZONE.

WHEN COVERAGE IS USED: 4 Z CAN BE USED AGAINST ANY BALANCED OFFENSIVE FORMATION OR AS A "PLAY IT" CALL IN LONGER YARDAGE SITUATIONS TO PROTECT AGAINST THE LONG PASS AND KEEP THE BALL IN FRONT OF OUR ZONE DEFENDERS.

- KEY COACHING POINTS:
1. MUST GET A GOOD PASS READ FROM YOUR KEY.
  2. KEEP YOUR EYES IN THE BACKFIELD IN YOUR DROP TO SEE DRAW OR THREE-STEP DROP BY THE QB.
  3. GET DEPTH IN YOUR DROP.
  4. ADJUST YOUR DROPS ACCORDING TO ROUTE RECOGNITION.
  5. CORNERS GET A GOOD 2 TO 1 READ, IF YOU CAN ELIMINATE #2, SQUEEZE #1.
  6. IF #2 PUSHES VERTICAL, CORNERS MUST STAY DEEP AND IN THE MIDDLE OF THEIR 1/3.
  7. RE-ROUTE ALL RECEIVERS TO THE INSIDE.
  8. DON'T JUMP OR CHASE THE UNDERNEATH ROUTES.
  9. THE NUMBERS DROPPER MUST NOT LET #2 CROSS HIS FACE AND MUST CARRY #2 THRU THE ZONE (FLAT AND UP OR WHEEL ROUTE).
  10. FORCE THE BALL TO BE THROWN IN FRONT OF YOU AND BREAK ON THE BALL. USING PROPER LEVERAGE, MAKE THE TACKLE AND STRIP THE BALL LOOSE.
  11. CORNERS AND SAFETY CANNOT GET BEAT DEEP.
  12. SAM AND WILL MUST LINE UP ON #2 WEAK OR STRONG.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

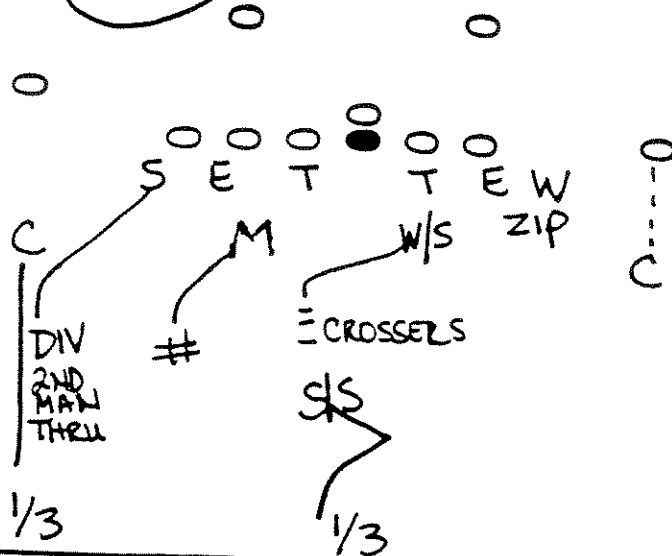
BLUE - TO ESTABLISH RUN FORCE AND NUMBERS DROP RESPONSIBILITY TO BOTH SIDES.



FRONT: 4-3 (4)  
COVERAGE: 4 Z BLUE

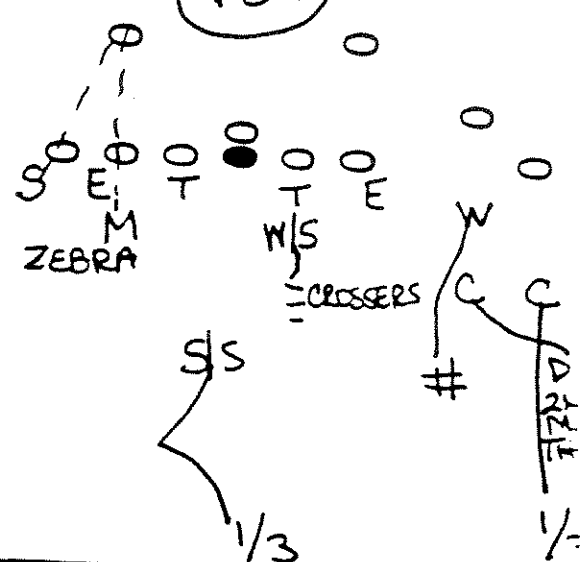
RED

(√3#)



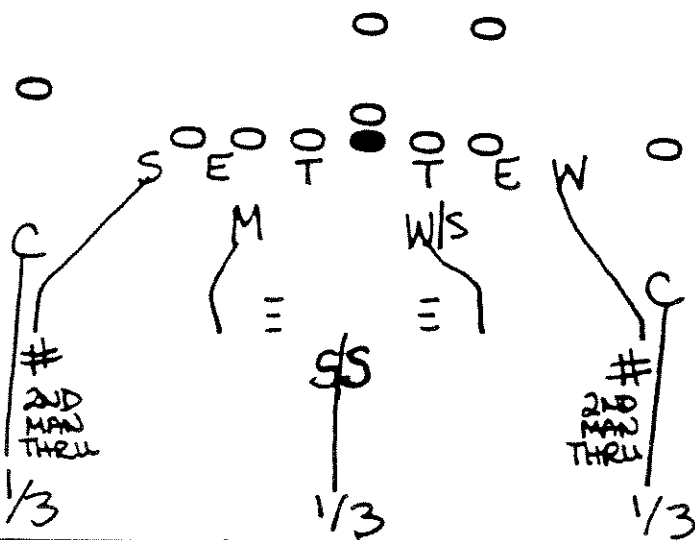
RED FLOP

(√3#)



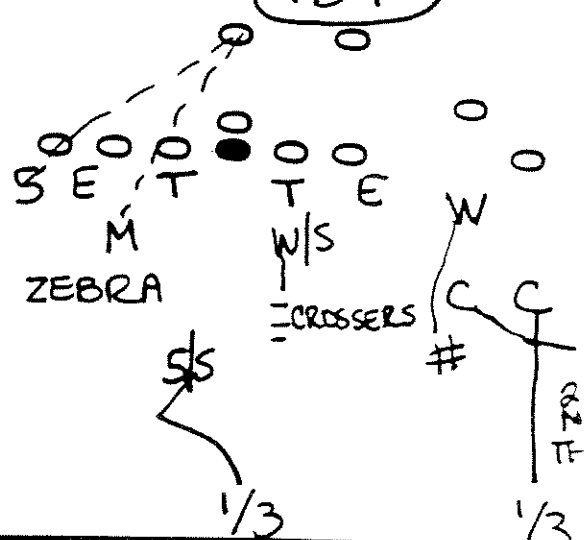
BROWN

PLAY IT



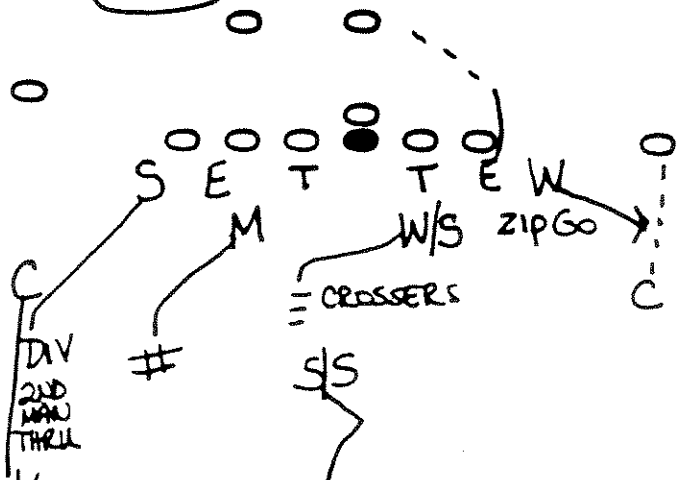
BROWN FLOP

(√3#)



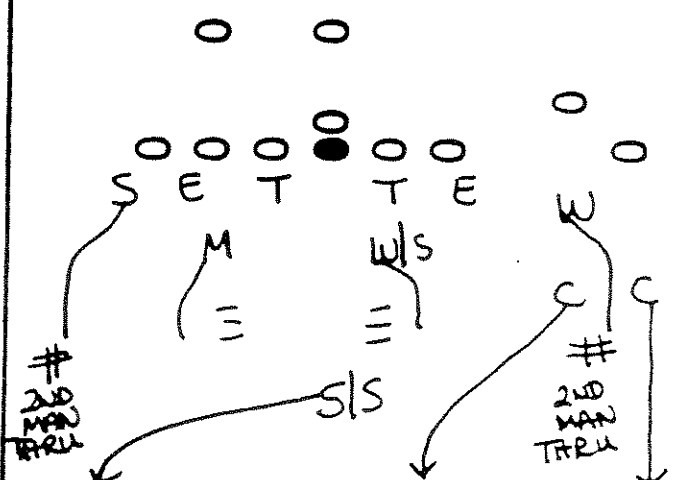
BLUE

(√3#)



BLUE FLOP

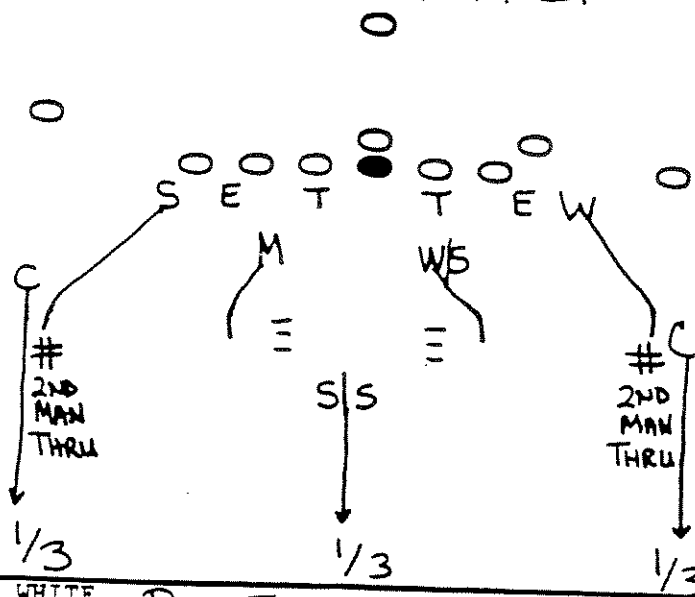
PLAY IT



FRONT: 4-3 (4)  
 COVERAGE: 4 Z BLUE

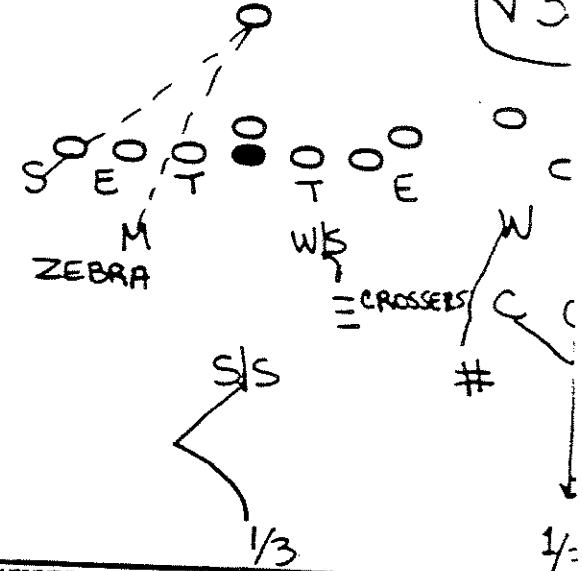
BROWN-UP OR JAYHAWK

PLAY IT



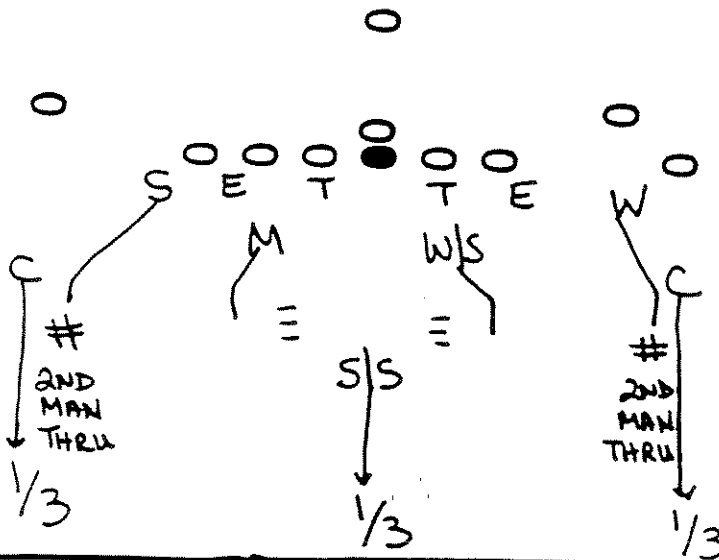
BROWN-UP FLOP OR JAYHAWK FLOP

√3



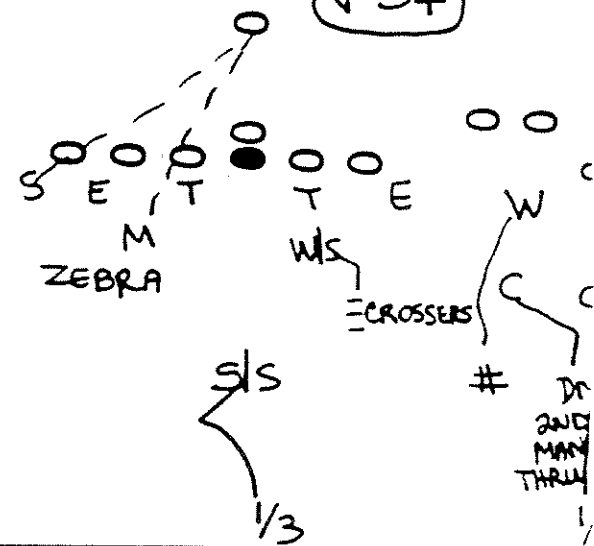
WHITE

PLAY IT



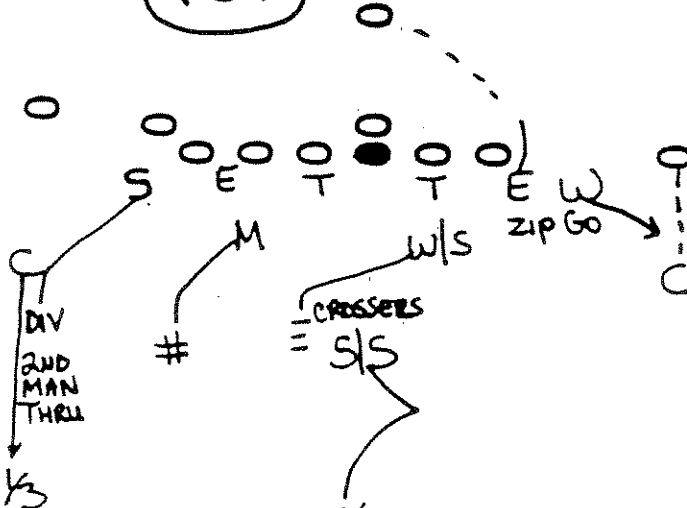
WHITE FLOP

√3\*



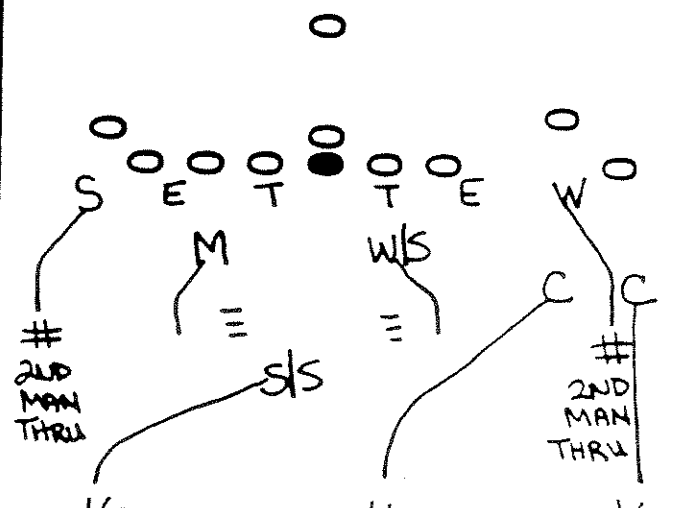
TWIN

√3\*



TWIN FLOP

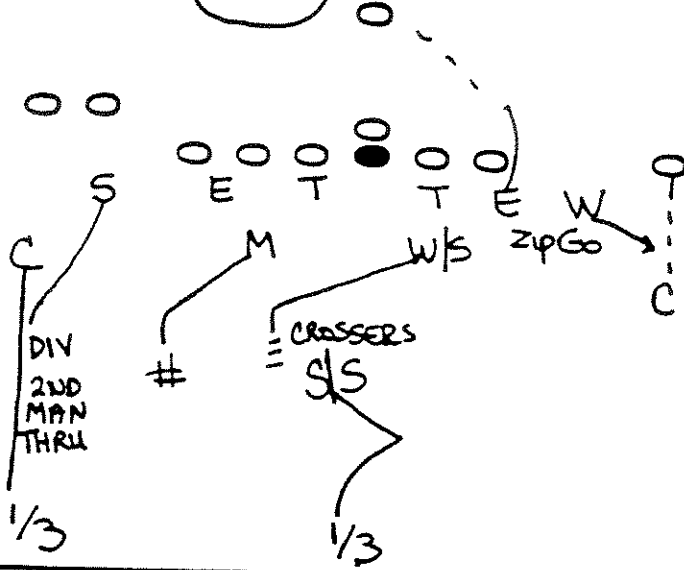
PLAY IT



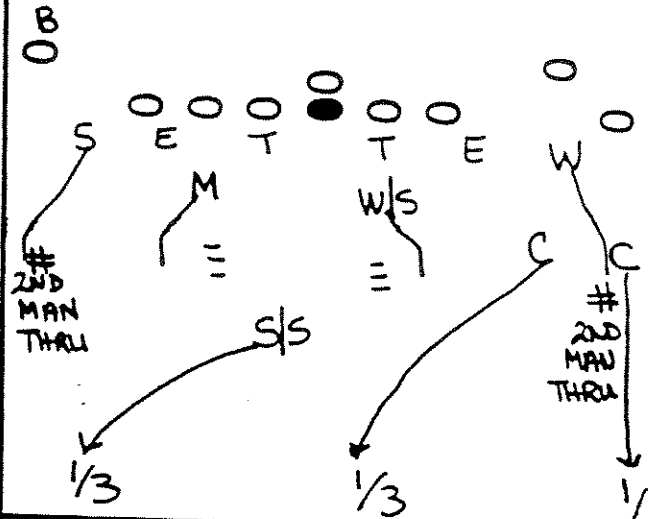
FRONT: 4-3 (4)  
COVERAGE: 4 Z BLUE

TWIN OPEN

(√3#)

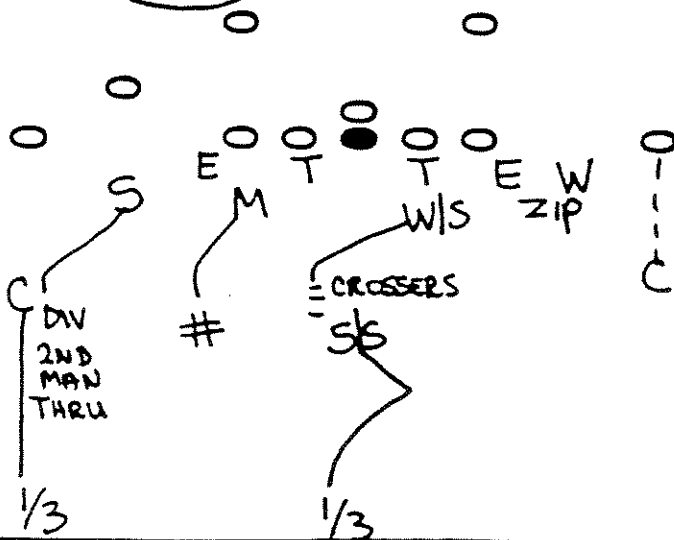


TWIN OPEN FLOP PLAY IT

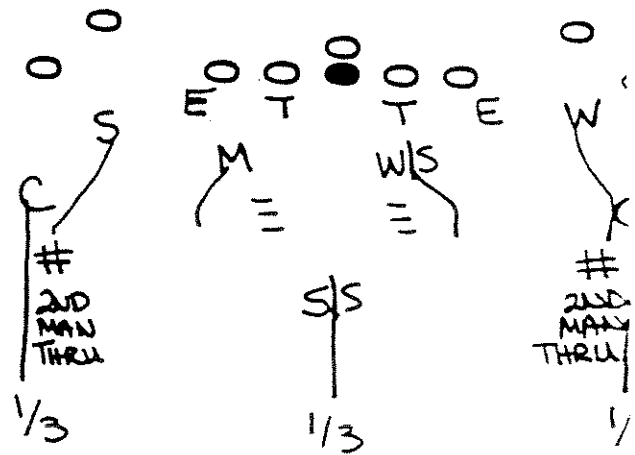


PINK

(√3#)



ORANGE PLAY IT



FRONT: 46

COVERAGE: 2 Z

COVERAGE DESCRIPTION: 2 Z IS A BALANCED FOUR-UNDER, THREE-DEEP ZONE.

WHEN COVERAGE IS USED: 2 Z CAN BE USED AGAINST ANY BALANCED OFFENSIVE FORMATION OR AS A "PLAY IT" CALL IN LONGER YARDAGE SITUATIONS TO PROTECT AGAINST THE LONG PASS AND KEEP THE BALL IN FRONT OF OUR ZONE DEFENDERS.

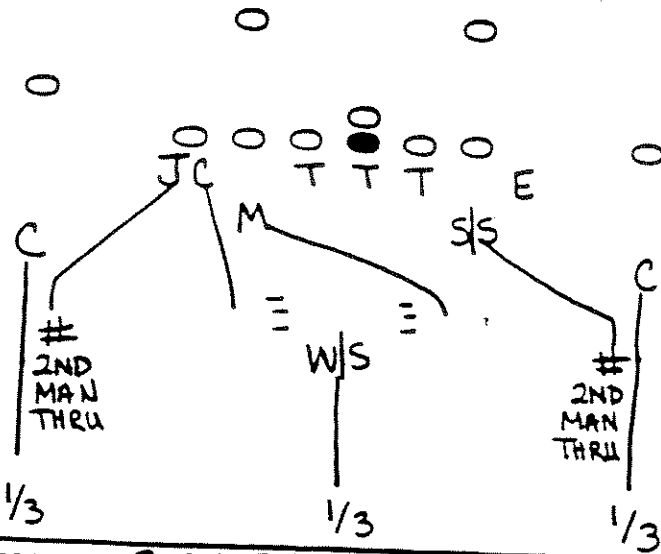
- KEY COACHING POINTS:
1. MUST GET A GOOD PASS READ FROM YOUR KEY.
  2. KEEP YOUR EYES IN THE BACKFIELD IN YOUR DROP TO SEE DRAW OR THREE-STEP DROP BY THE QB.
  3. GET DEPTH IN YOUR DROP.
  4. ADJUST YOUR DROPS ACCORDING TO ROUTE RECOGNITION.
  5. CORNERS GET A GOOD 2 TO 1 READ, IF YOU CAN ELIMINATE #2, SQUEEZE #1.
  6. IF #2 PUSHES VERTICAL, CORNERS MUST STAY DEEP AND IN THE MIDDLE OF THEIR 1/3.
  7. RE-ROUTE ALL RECEIVERS TO THE INSIDE.
  8. DON'T JUMP OR CHASE THE UNDERNEATH ROUTES.
  9. THE NUMBERS DROPPER MUST NOT LET #2 CROSS HIS FACE AND MUST CARRY #2 THRU THE ZONE (FLAT AND UP OR WHEEL ROUTE).
  10. FORCE THE BALL TO BE THROWN IN FRONT OF YOU AND BREAK ON THE BALL. USING PROPER LEVERAGE, MAKE THE TACKLE AND STRIP THE BALL LOOSE.
  11. CORNERS AND SAFETY CANNOT GET BEAT DEEP.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

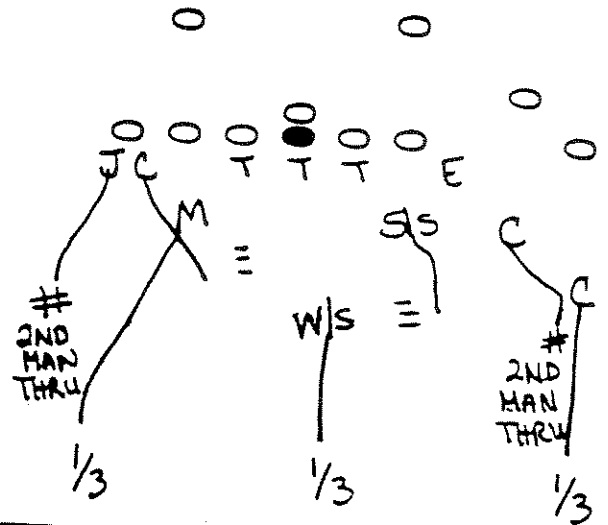
JAYHAWK ADJUSTMENT - THE ADJUSTMENT IN THE 46 TO ALL ONE-BACK FORMATIONS (EXCEPT TWIN OR TWIN FLOP).

RED

COULD  $\sqrt{3\#}$

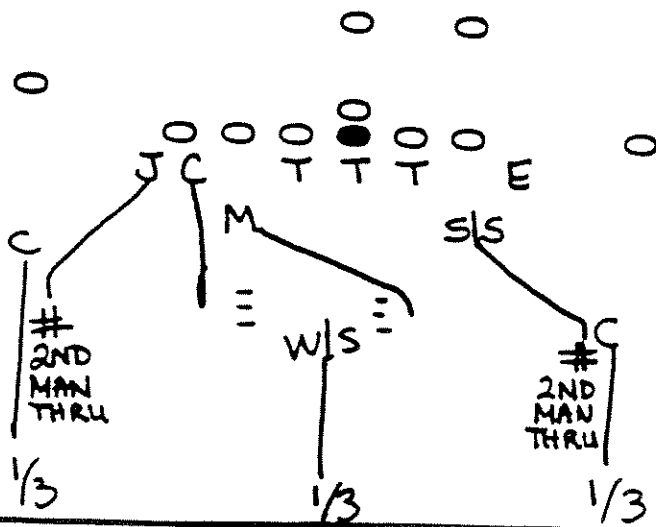


RED FLOP COULD  $\sqrt{3\#}$  OR C/X

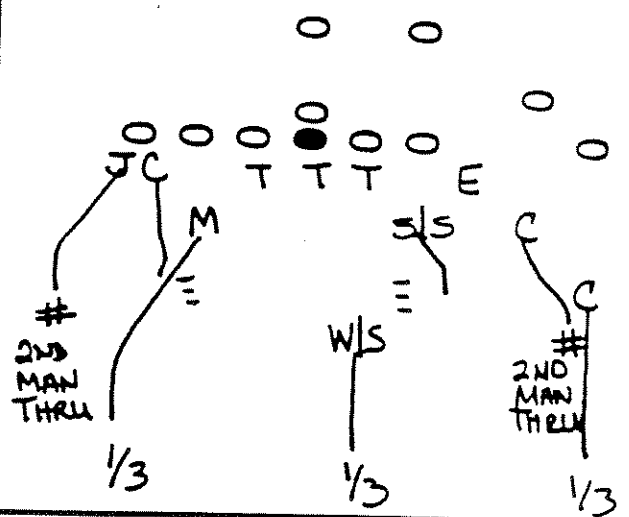


BROWN

PLAY IT

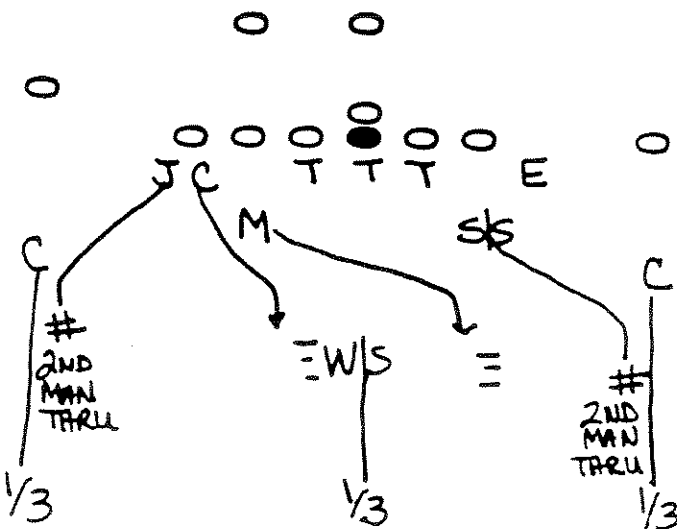


BROWN FLOP COULD  $\sqrt{3\#}$  OR C/X

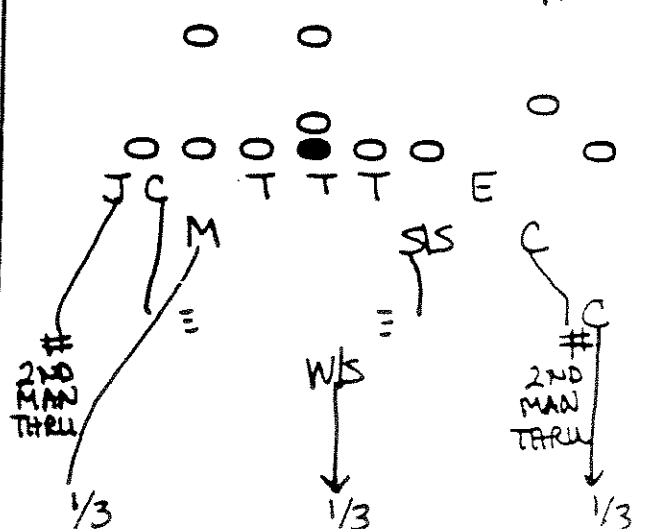


BLUE

COULD  $\sqrt{3\#}$

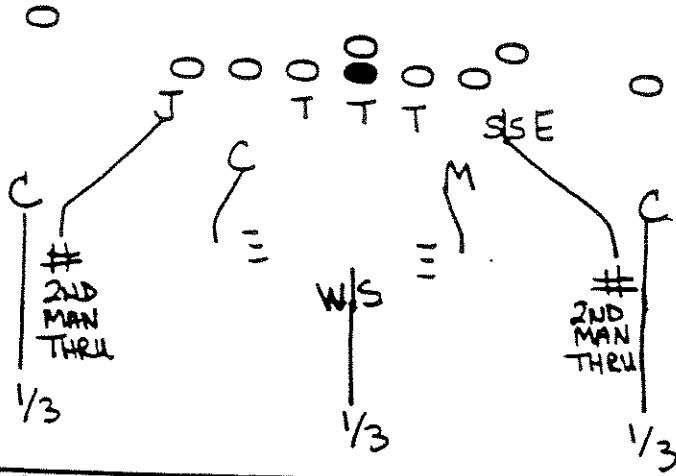


BLUE FLOP PLAY IT OR  $\sqrt{C/X}$

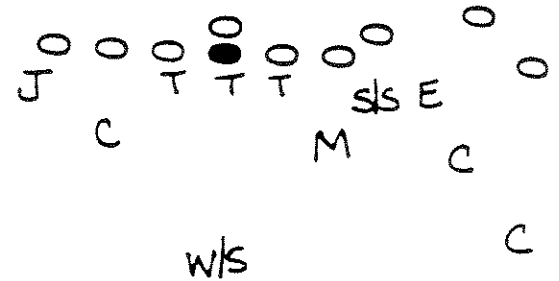


BROWN-UP OR JAYHAWK  
 JAYHAWK ADJUSTMENT

PLAY IT

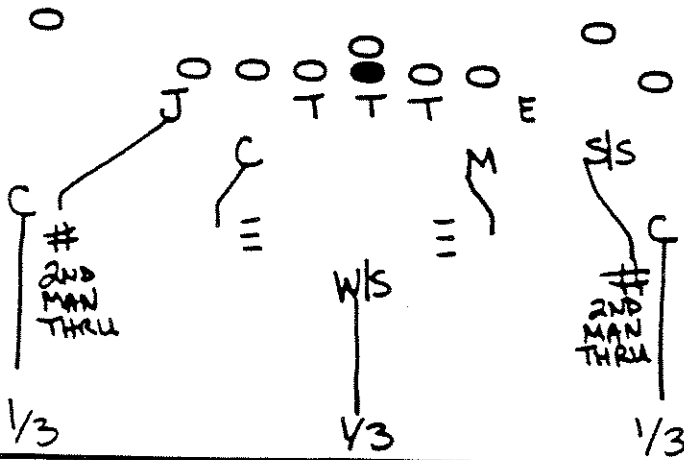


BROWN-UP FLOP OR JAYHAWK FLOP  $\sqrt{3\#}$   
 JAYHAWK IT OR C/X

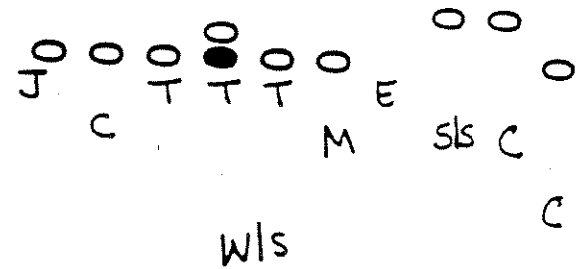


WHITE  
 JAYHAWK IT

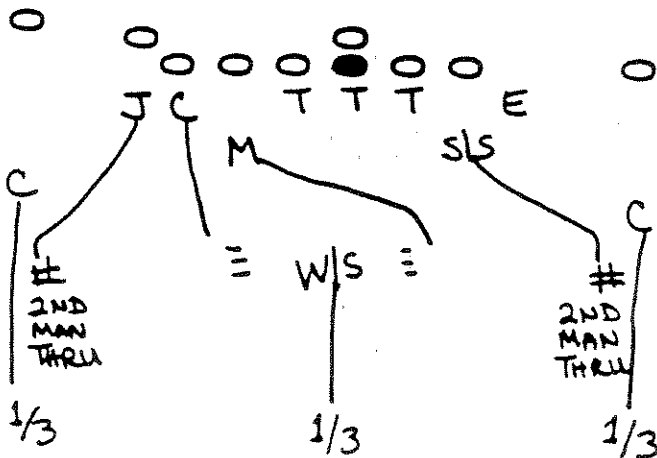
PLAY IT



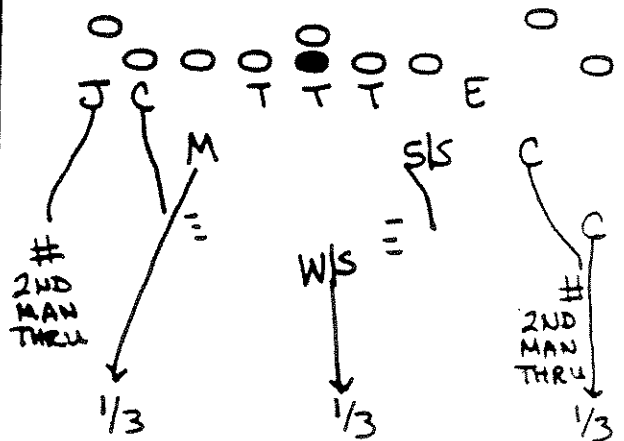
WHITE FLOP  $\sqrt{3\#}$  OR C/X  
 JAYHAWK IT



TWIN COULD  $\sqrt{3\#}$



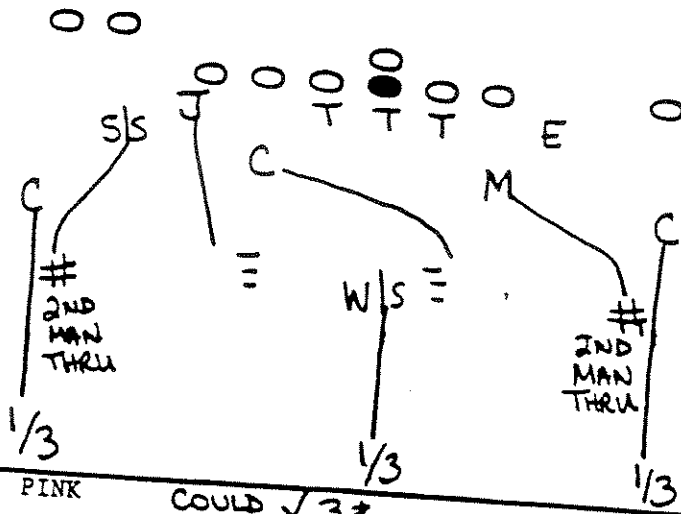
TWIN FLOP COULD  $\sqrt{C/X}$



FRONT: 46  
 COVERAGE: 2 Z

TWIN OPEN  
 JAYHAWK IT

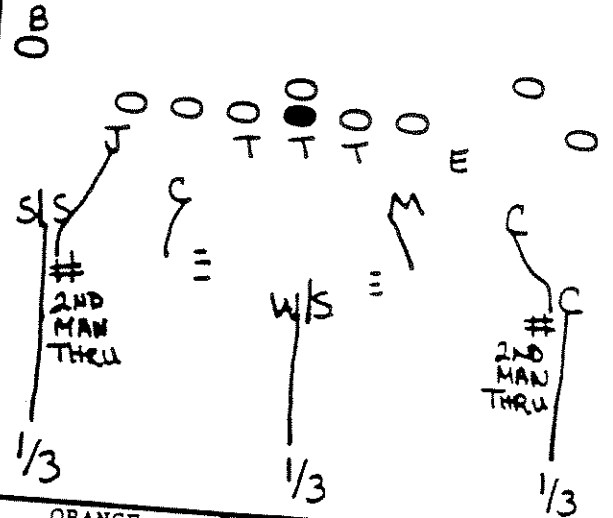
COULD  $\sqrt{3\#}$



PINK

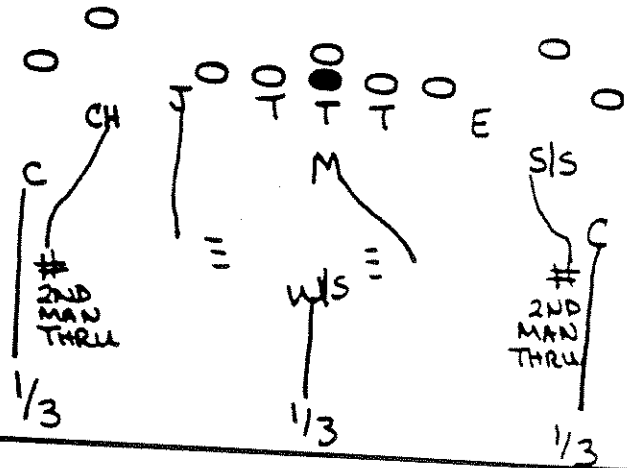
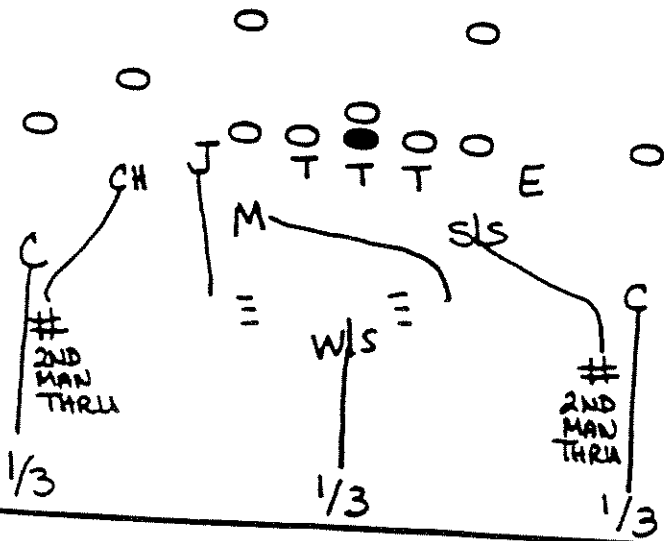
COULD  $\sqrt{3\#}$

TWIN OPEN FLOP COULD  $\sqrt{C/X}$



ORANGE  
 JAYHAWK IT

PLAY IT



FRONT: 46

COVERAGE: 3 Z

COVERAGE DESCRIPTION: 3 Z IS AN OVERLOADED ZONE TO THE THREE-RECEIVER SIDE AND MAN-TO-MAN BACKSIDE.

WHEN COVERAGE IS USED: 3 Z CAN BE USED ANYTIME THERE ARE THREE-RECEIVERS TO A SIDE, EITHER BY ALIGNMENT OR MOVEMENT.

- KEY COACHING POINTS:
1. GET A GOOD PASS READ BY YOUR KEY.
  2. COMMUNICATE THE DIRECTION OF 3 Z, AND KNOW WHO HAS THE DIVIDER, NUMBERS, AND HASH CROSSERS.
  3. MUST COMMUNICATE THE ZIP OR ZIP GO CALL TO THE END.
  4. MUST IDENTIFY THE LOCATION OF THE WEAK BACK TO MAKE THE PROPER WEAK-SIDE CALL (ZIP OR ZIP GO).
  5. HASH CROSSERS DROPPER MUST CARRY ANY CROSSER FROM THE THREE-RECEIVER SIDE. MAKE THE RECEIVER PLAY OVER THE TOP.
  6. THE NUMBERS DROPPER MUST SEE THE 1ST CROSSER AND BE PREPARED TO "JUMP" THE 2ND CROSSER.
  7. THE DIVIDER DROPPER MUST CARRY THE 2ND MAN THRU THE ZONE
  8. THE WEAK SAFETY OPENS AWAY FROM THE THREE-RECEIVER SIDE AND STAYS TO THAT SIDE AS LONG AS THE QB LOOKS THAT WAY. ONCE THE QB'S EYES COME BACK TO THE THREE-RECEIVER SIDE WORK BACK TO THE MIDDLE 1/3.
  9. THE CORNER TO THE 3 Z SIDE HAS DEEP OUTSIDE 1/3 WITH A 2 TO 1 READ. IF #2 IS ERASED, SQUEEZE #1.
  10. THE BACKSIDE CORNER IS MAN-TO-MAN WITH POSSIBLE UNDERNEATH HELP, DEPENDING ON THE ALIGNMENT OR RELEASE OF THE WEAK BACK.
  11. A FRANK OR ZEBRA CALL WILL BE USED ON THE BACKSIDE WHEN A ZIP OR ZIP GO CANNOT BE USED.
  12. ON THE WEAK-SIDE, A ZIP GO CALL IS USED WHEN THERE IS NO NEAR BACK.
  13. ON THE WEAK-SIDE, A ZIP CALL IS USED WHEN THERE IS A BACK IN THE NEAR BACK POSITION.

CALLS THAT MUST BE COMMUNICATED WITHIN THE FRONT AND COVERAGE:

ZIP OR ZIP GO- A CALL FROM THE STRONG SAFETY OR MIKE (IF JAYHAWKED) TO THE WEAK END TO DETERMINE COVERAGE ON THE WEAK BACK.

FRANK OR ZEBRA- A MAN TO MAN COVERAGE TECHNIQUE CALL ON THE BACKSIDE OF 3 Z WHEN A ZIP OR ZIP GO CALL CANNOT BE USED.

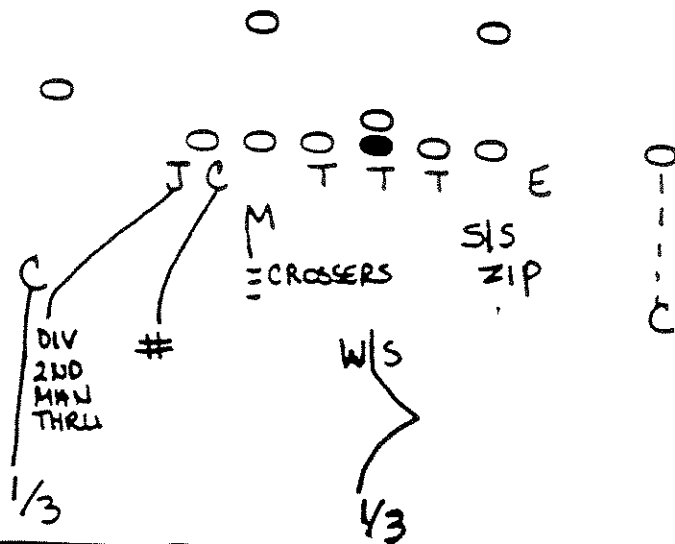
SALLY, CORA OR BLUE- A CALL TO DETERMINE THE DIVIDER DROPPER. IT IS UNDERSTOOD THAT THE RUN FORCE WILL BE HANDLED BY JACK AND THE WEAK END IN THE 46 FRONT.

3 Z DOUBLE CROSSER- A COVERAGE ADJUSTMENT VS. GREEN FORMATION.

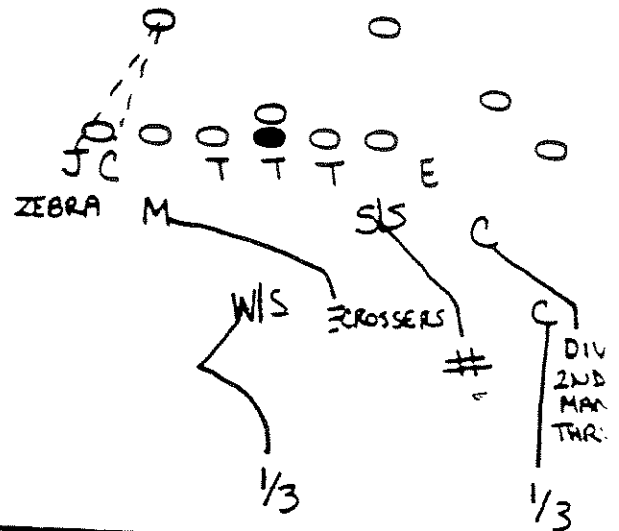
JAYHAWK ADJUSTMENT- AN ADJUSTMENT IN THE 46 FRONT VS. ALL ONE-BACK FORMATIONS EXCEPT TWIN AND TWIN FLOP.



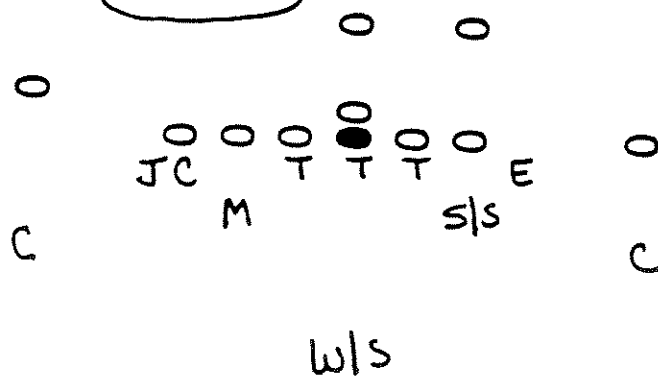
RED PLAY IT



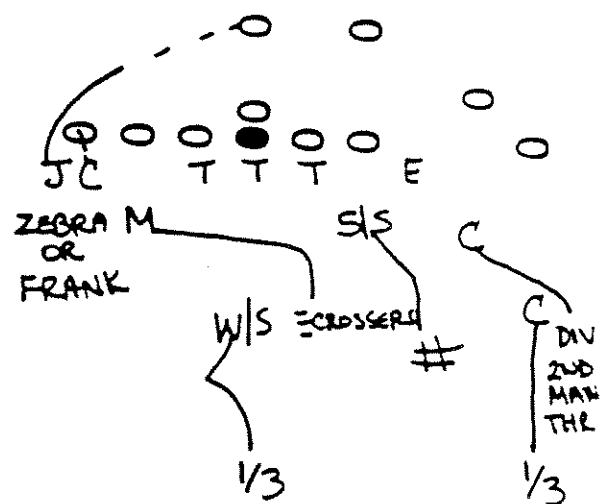
RED FLOP PLAY IT COULD  $\sqrt{C}$



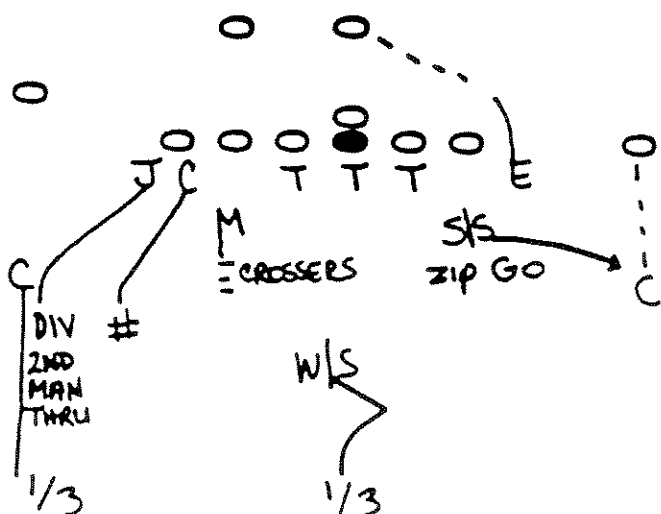
BROWN  $\sqrt{2\#}$



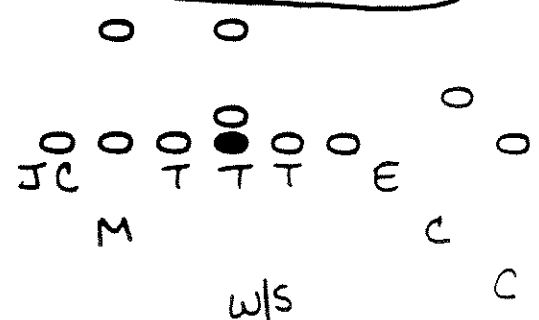
BROWN FLOP PLAY IT COULD  $\sqrt{C/X}$



BLUE PLAY IT

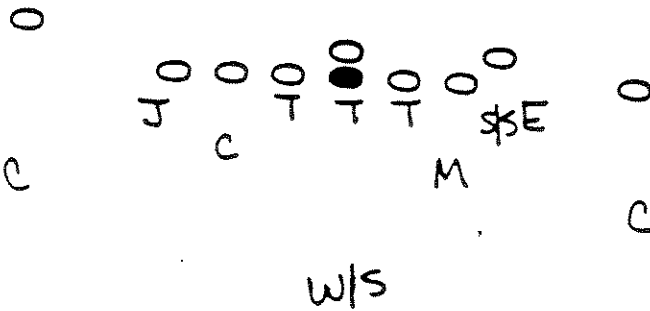


BLUE FLOP  $\sqrt{C/X \text{ OR } 2\#}$

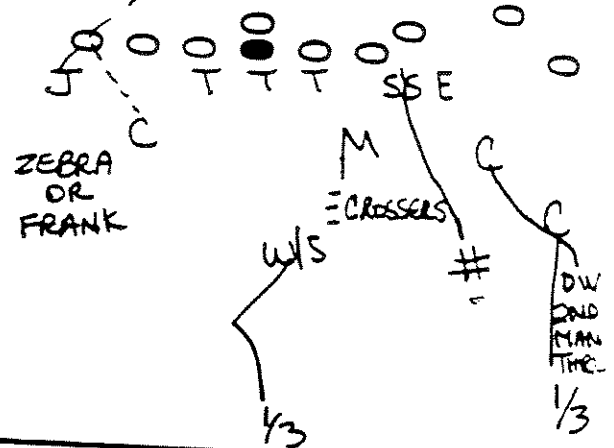


BROWN-UP OR JAYHAWK  
 JAYHAWK IT

√ 2#

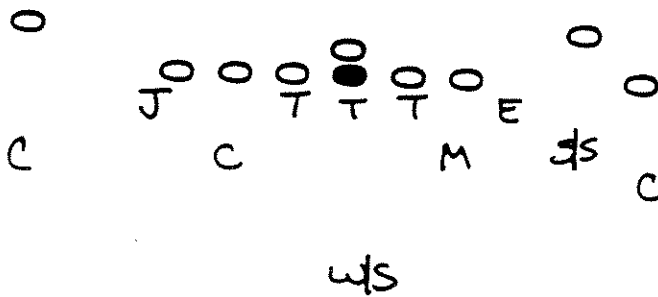


BROWN-UP FLOP OR JAYHAWK FLOP  
 JAYHAWK IT PLAY IT OR √ C/X



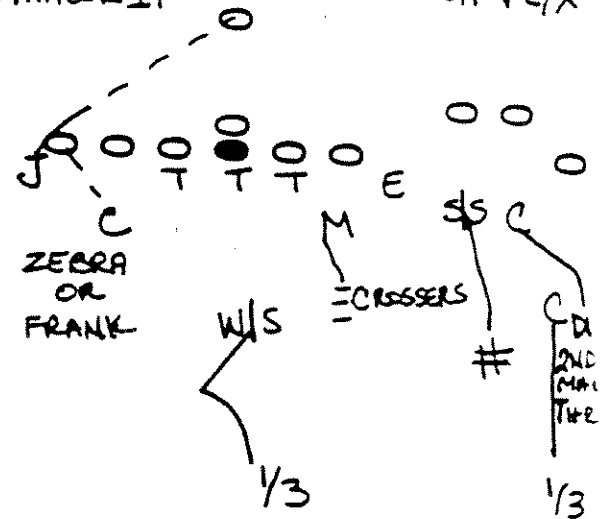
WHITE  
 JAYHAWK IT

√ 2#

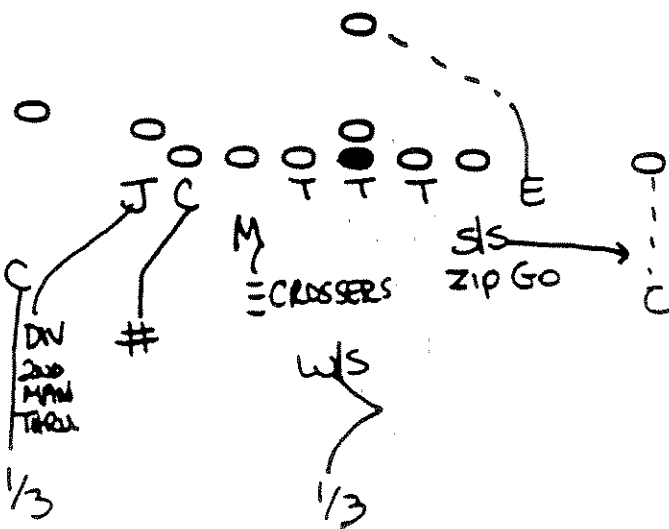


WHITE FLOP  
 JAYHAWK IT

PLAY IT OR √ C/X

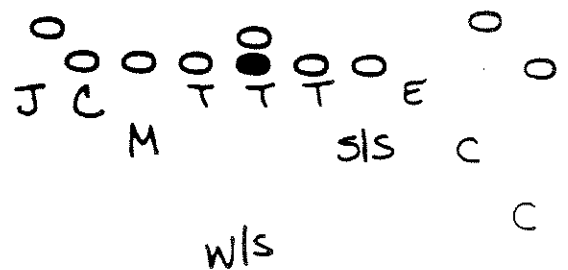


TWIN PLAY IT

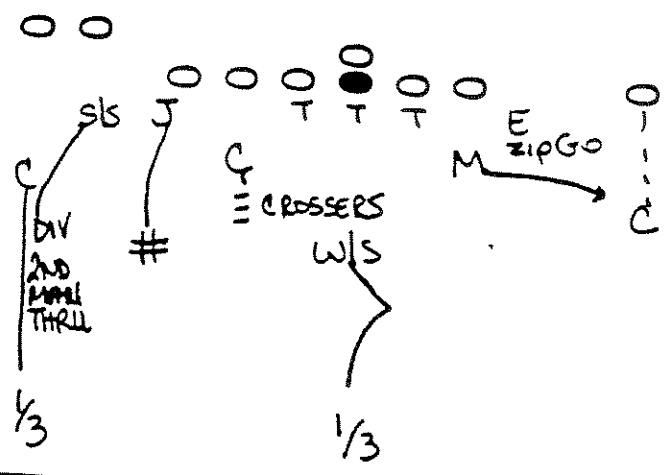


TWIN FLOP

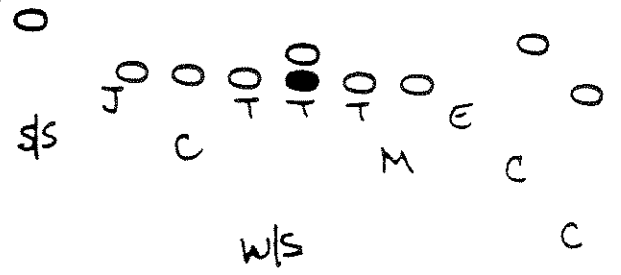
√ 2# OR C/X



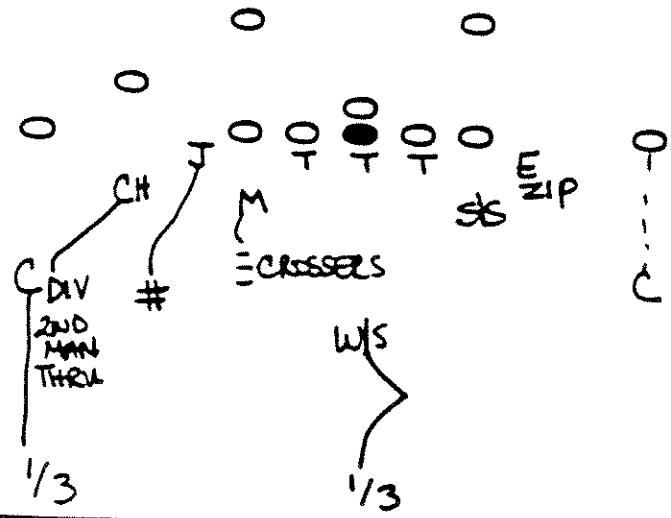
TWIN OPEN  
 JAYHAWK IT



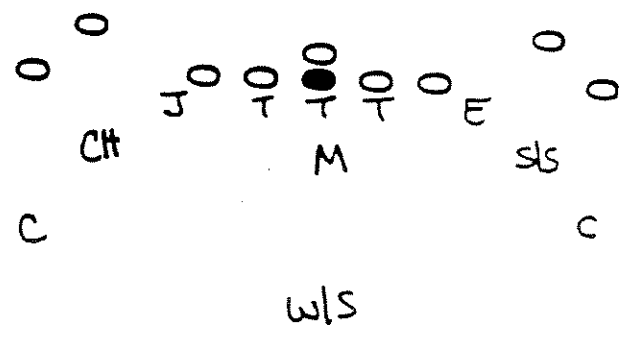
TWIN OPEN FLOP  
 JAYHAWK IT √ 27 OR C/X



PINK  
 PLAY IT



ORANGE √ 27



FRONT: 46

COVERAGE: 7

COVERAGE DESCRIPTION: 7 IS A 5 UNDER MAN-TO-MAN, 2 DEEP ZONE WITH THE WEAK SAFETY WORKING WEAK.

WHEN COVERAGE IS USED: 7 IS USED WHEN WE WANT TO AGGRESSIVELY ATTACK AND PLAY MAN-TO-MAN UNDERNEATH COVERAGE TAKING THE INSIDE AWAY WITH DEEP OUTSIDE HELP.

KEY COACHING POINTS:

1. UNDERNEATH COVERAGE MUST GET HANDS ON THE RECEIVERS AND MAINTAIN AN INSIDE TRAIL TECHNIQUE.
2. PLAY THE MAN. DO NOT LOOK BACK IN COVERAGE UNTIL YOU HEAR A "BALL" CALL FROM THE SAFETIES INDICATING THAT THE BALL IS IN FLIGHT.
3. IF THE RECEIVER BREAKS AWAY FROM YOU AND GETS SEPARATION, TAKE AN ANGLE TO HIS UPFIELD SHOULDER TO SECURE THE TACKLE.
4. COMMUNICATE AND ALERT ZEBRA'S ANYTIME THERE IS THE POSSIBILITY OF AN EXCHANGE.
5. W/S AND STRONG CORNER HAVE A 2 TO 1 READ. IF #2 IS ERASED, SQUEEZE #1.
6. UNDERNEATH COVERAGE MUST BE PREPARED TO CARRY ANY VERTICAL RELEASES, MAINTAINING AN INSIDE TRAIL TECHNIQUE.
7. ALERT ZEBRA AND THREE-WAY CALLS WHEN THEY APPLY.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

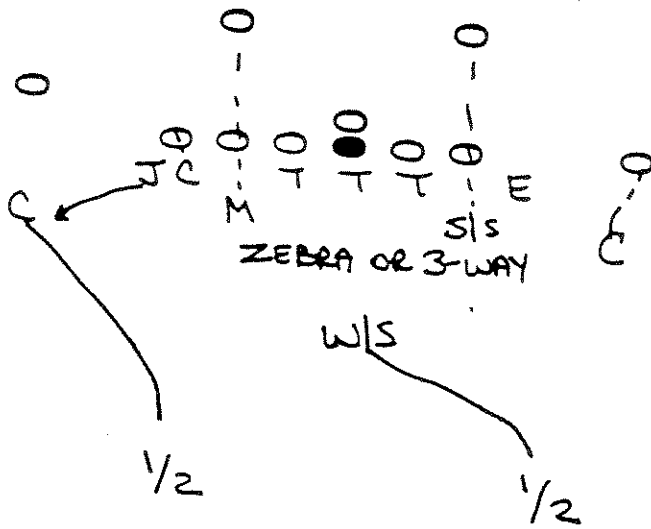
FRANK, ZEBRA, OR 3-WAY - COVERAGE CALLS USED BY THE STRONG SAFETY, MIKE, AND CHARLEY TO EXECUTE COVERAGE.

FIST, SLICE, FIST/SLICE, OR THUMBS - COVERAGE TECHNIQUES USED BY THE LINEBACKERS AND SECONDARY TO EXECUTE COVERAGE.

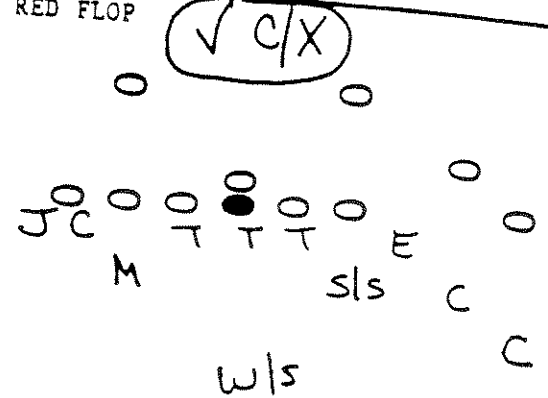
"I'M" OUT - CALL BY THE MIKE TO JACK AND CHARLEY (VS. TWIN FORMATION) TO TELL THEM THAT IS IS GOING OUT UNDERNEATH THE #1 RECEIVER.

JAYHAWK ADJUSTMENT - AN ADJUSTMENT IN THE 46 FRONT VS. ANY ONE-BACK FORMATION (EXCEPT TWIN OR TWIN FLOP)

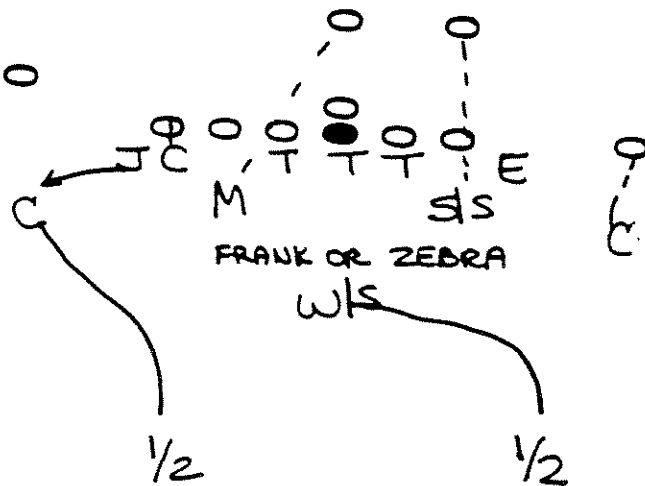
RED PLAY IT



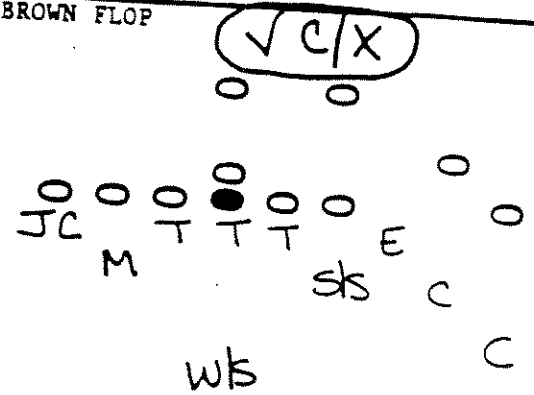
RED FLOP



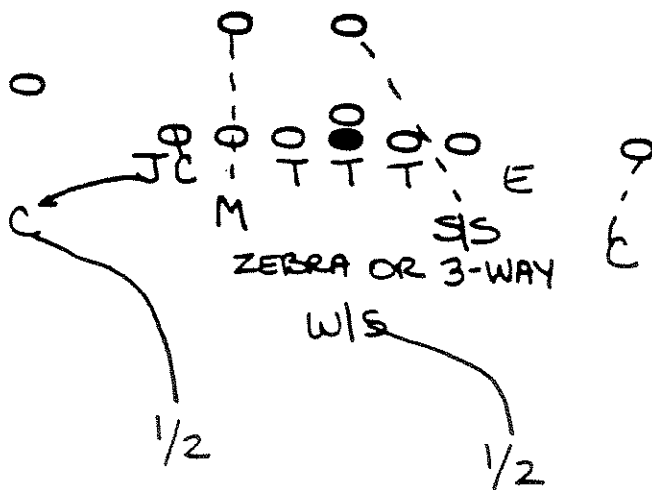
BROWN PLAY IT



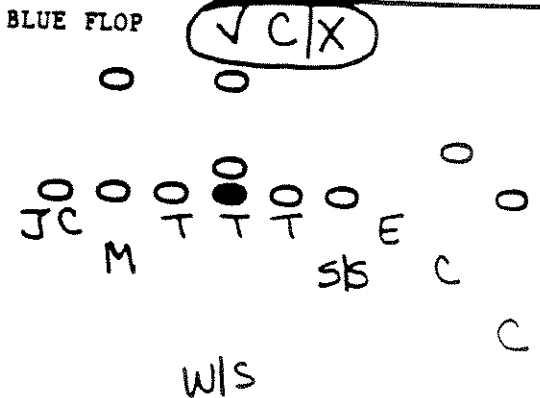
BROWN FLOP



BLUE

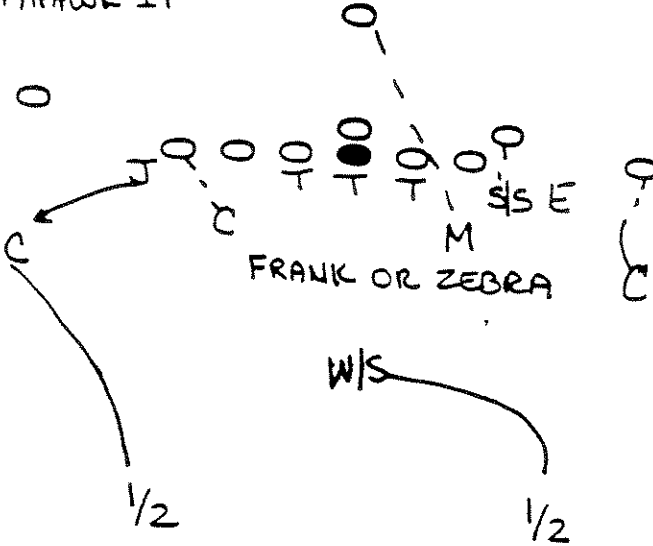


BLUE FLOP

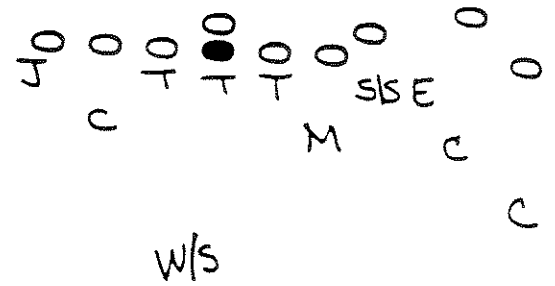


BROWN-UP OR JAYHAWK  
 JAYHAWK IT

PLAY IT

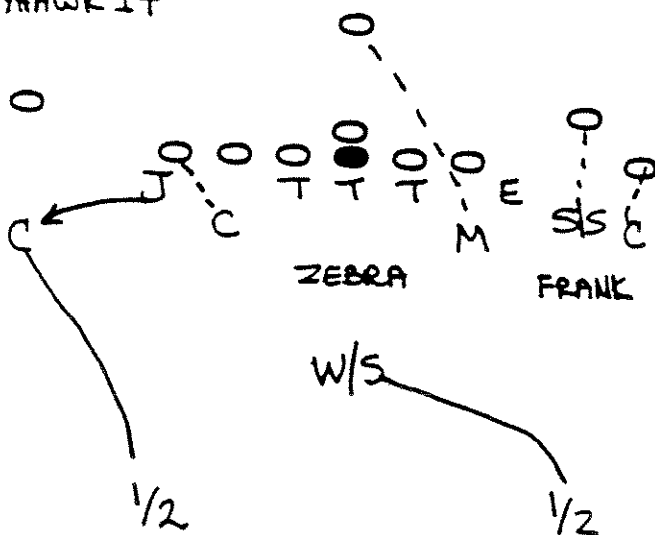


BROWN-UP FLOP OR JAYHAWK FLOP  
 JAYHAWK IT



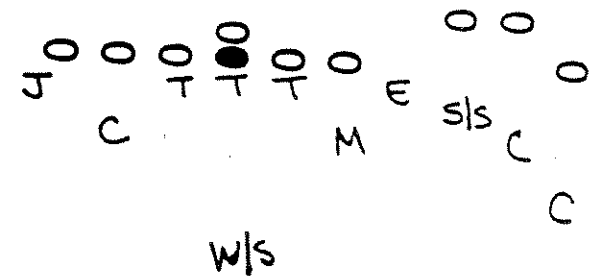
WHITE  
 JAYHAWK IT

PLAY IT

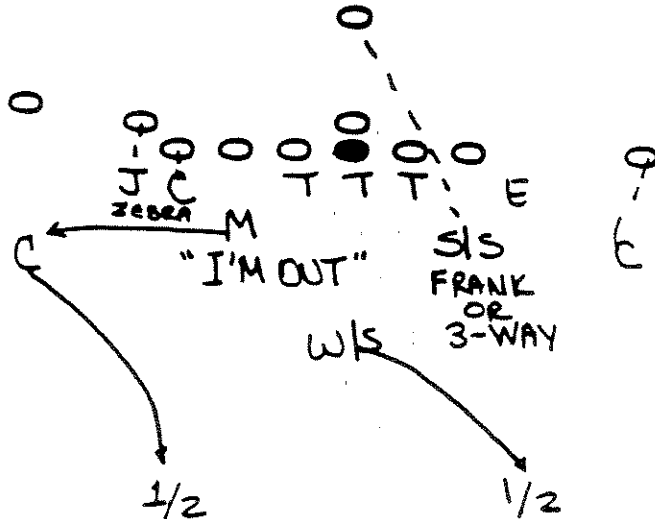


WHITE FLOP  
 JAYHAWK IT

✓ C/X

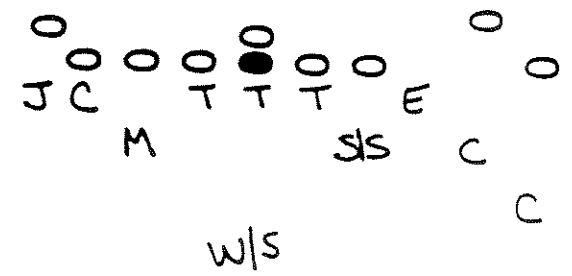


TWIN  
 PLAY IT



TWIN FLOP

✓ C/X



FRONT: 46  
COVERAGE: 7

TWIN OPEN  
JAYHAWK IT

✓ COMBO 1 OR 3 #

O O  
J O O O O E O  
C \$ C T T T M C  
W/S

TWIN OPEN FLOP  
JAYHAWK IT

✓ C/X

B  
J O O O O E O O  
S/S C T T T M C C  
W/S

PINK

✓ COMBO I OR 3 #

O O  
O O O O O E O  
C CH J T T T S/S C  
W/S

ORANGE

✓ 2 #

O O  
O O O O O E O O  
C CH J T T T M S/S C  
W/S

FRONT: 16

COVERAGE: COMBO I

COVERAGE DESCRIPTION:

COMBO I IS A 5 UNDER MAN-TO-MAN, 2 DEEP ZONE WITH THE WEAK SAFETY WORKING STRONG.

WHEN COVERAGE IS USED:

COMBO I IS USED WHEN WE WANT TO TAKE AWAY THE STRONG SIDE PASSING GAME WITH AGGRESSIVE MAN-TO-MAN UNDERNEATH COVERAGE WITH 1/2'S COVERAGE ON TOP.

KEY COACHING POINTS:

1. UNDERNEATH COVERAGE MUST GET HANDS ON THE RECEIVERS AND MAINTAIN AN INSIDE TRAIL TECHNIQUE.
2. PLAY THE MAN. DO NOT LOOK BACK IN COVERAGE UNTIL YOU HEAR A "BALL" CALL FROM THE 1/2'S PLAYER INDICATING THAT THE BALL IS IN FLIGHT.
3. IF THE PLAYER BREAKS AWAY FROM YOU AND GETS SEPARATION, TAKE AN ANGLE TO HIS UPFIELD SHOULDER TO SECURE THE TACKLE.
4. COMMUNICATE AND ALERT ZEBRA'S ANYTIME THERE IS THE POSSIBILITY OF AN EXCHANGE.
5. THE WEAK SIDE UNDERNEATH COVER GUYS MUST COMMUNICATE THEIR CALLS (ME, YOU, OR SWIPE).
6. 1/2'S DROPPERS GET A 2 TO 1 READ. IF #2 CAN BE ERASED, YOU CAN SQUEEZE #1.
7. UNDERNEATH COVERAGE MUST BE PREPARED TO CARRY ALL VERTICAL RELEASES, MAINTAINING AN INSIDE TRAIL TECHNIQUE.
8. JACK AND CHARLEY HAVE THE TE AND STRONG BACK. IF THE STRONG BACK IS IN THE FULLBACK POSITION OR IN THE UNDER POSITION, JACK MAKES A TRAIN CALL TO THE WEAK END. WITH A TRAIN CALL, THE WEAK END WILL TAKE THE BACK IN COVERAGE IF HE COMES OUT TO HIS SIDE.

CALLS THAT MUST BE VERBALLY COMMUNICATED WITHIN THE FRONT AND COVERAGE:

FRANK OR ZEBRA - MAN-TO-MAN COVERAGE CALLS USED TO ENABLE US TO EXECUTE THE COVERAGE ON THE STRONG SIDE.

ME, YOU OR SWIPE - MAN-TO-MAN COVERAGE CALLS USED TO ENABLE US TO EXECUTE THE COVERAGE ON THE WEAK SIDE.

HIT - A CALL MADE BY MIKE TO THE WEAK END TO HAVE HIM "HIT" THE NEAR BACK AND TRY TO FORCE HIM INSIDE TO ALLOW MIKE TO GET TO HIM IN COVERAGE.

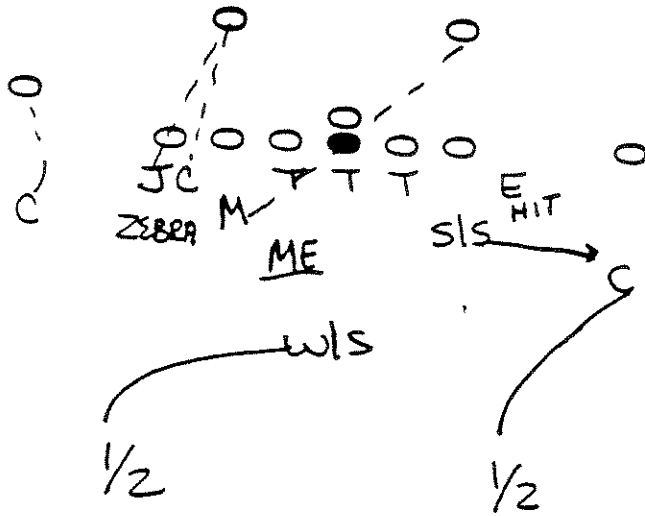


TRAIN - A CALL FROM JACK TO THE WEAK END TO HAVE HIM TAKE THE 2ND BACK (OR REMAINING BACK) IN COVERAGE IF HE COMES OUT ON OHIS SIDE. \*\*\*THE WEAK END COULD HAVE A HIT AND A TRAIN CALL AT THE SAME TIME.

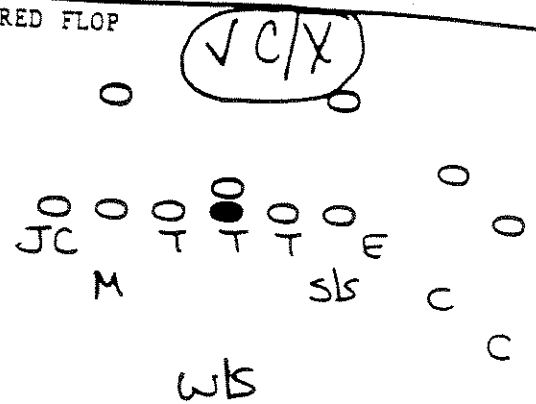
FIST, SLICE, FIST/SLICE, OR THUMBS - COVERAGE TECHNIQUES USED BY THE LINEBACKERS AND SECONDARY TO EXECUTE COVERAGE.

JAYHAWK ADJUSTMENT - AN ADJUSTMENT IN THE 46 FRONT TO ALL ONE-BACK FORMATIONS EXCEPT TWIN AND TWIN FLOP.

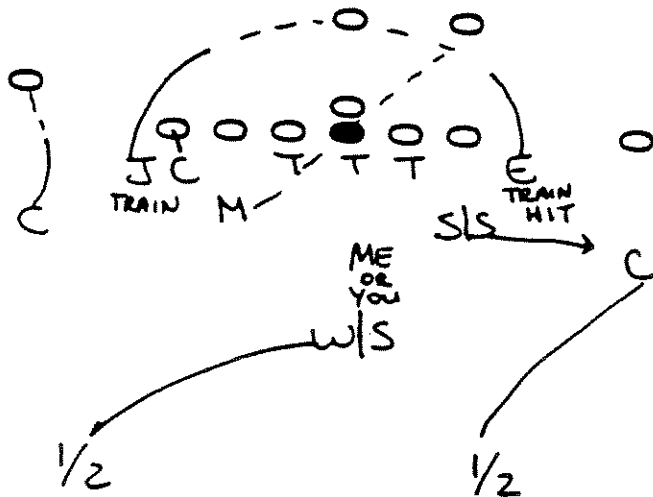
RED PLAY IT



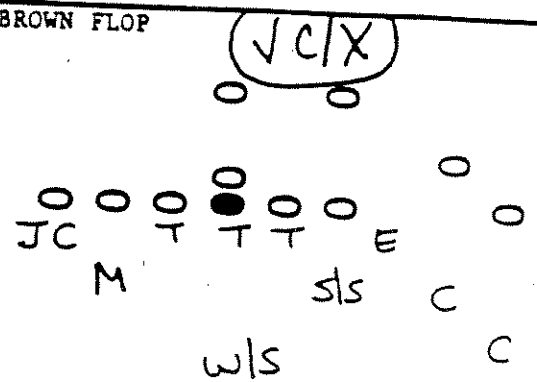
RED FLOP



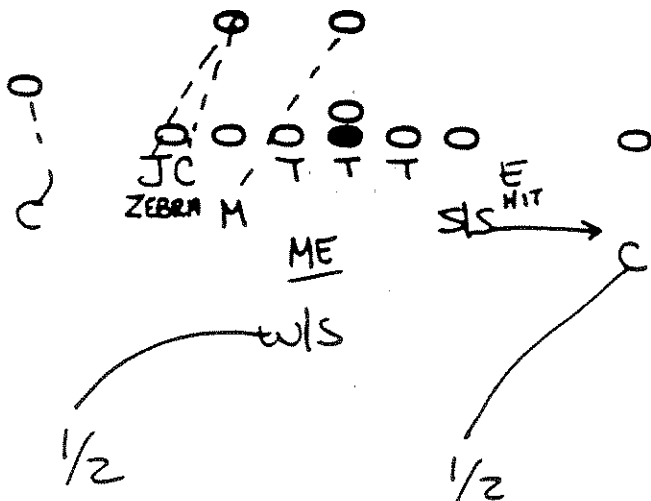
BROWN PLAY IT



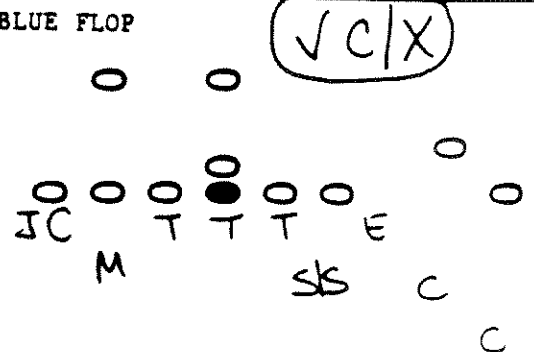
BROWN FLOP



BLUE PLAY IT

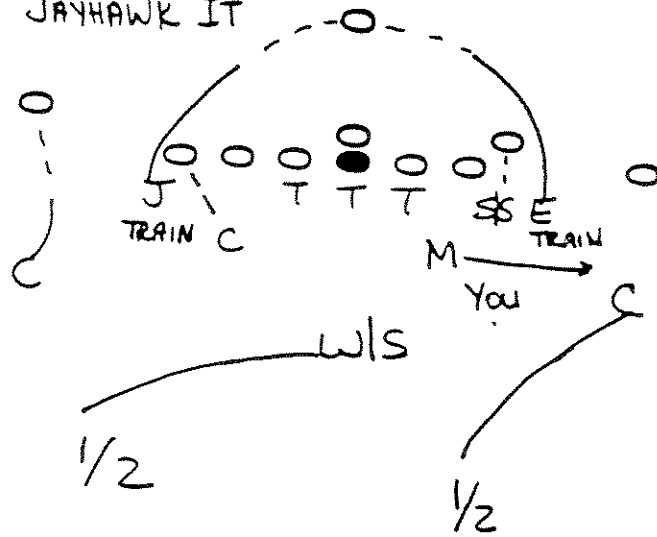


BLUE FLOP



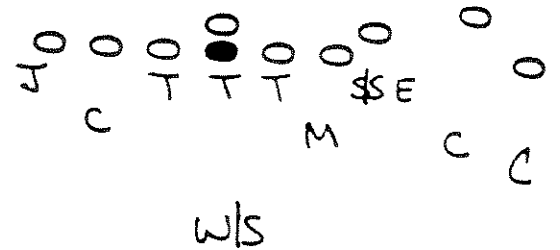
BROWN-UP OR JAYHAWK  
 JAYHAWK IT

PLAY IT



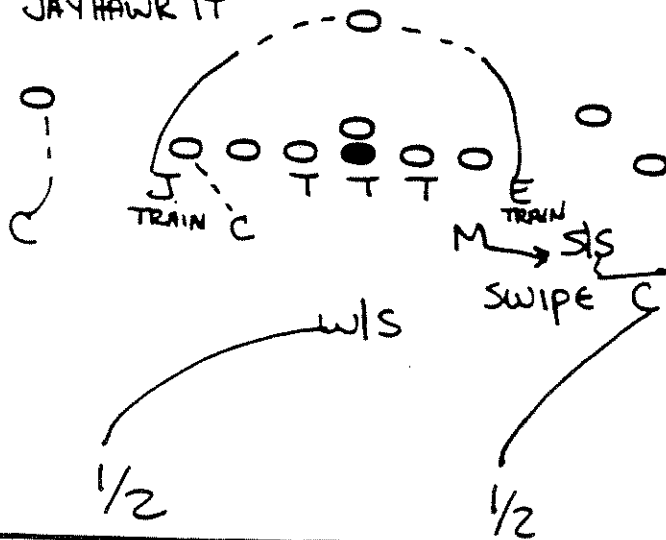
BROWN-UP FLOP OR JAYHAWK FLOP  
 JAYHAWK IT

(✓ C/X)



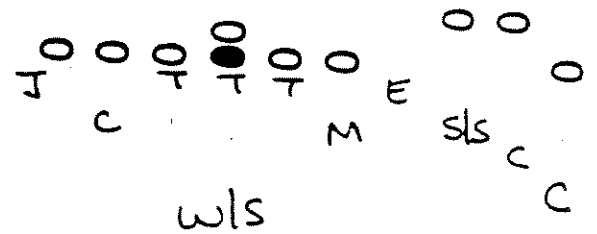
WHITE  
 JAYHAWK IT

PLAY IT

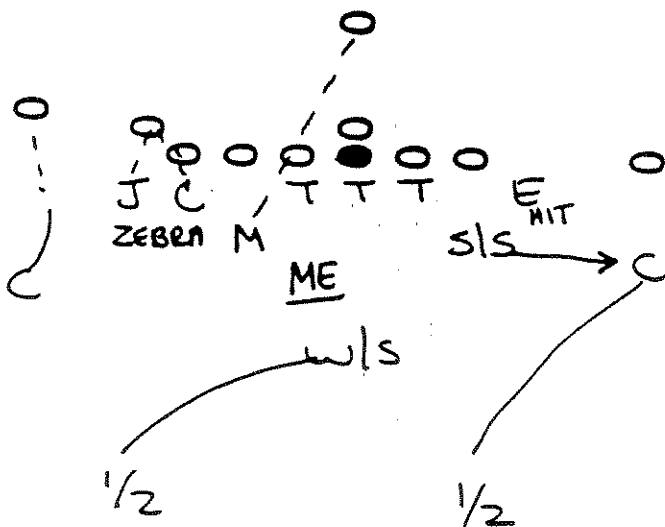


WHITE FLOP  
 JAYHAWK IT

(✓ C/X)

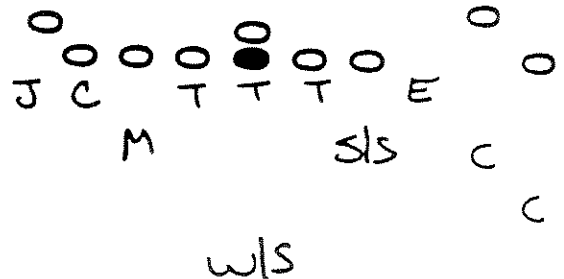


TWIN  
 PLAY IT

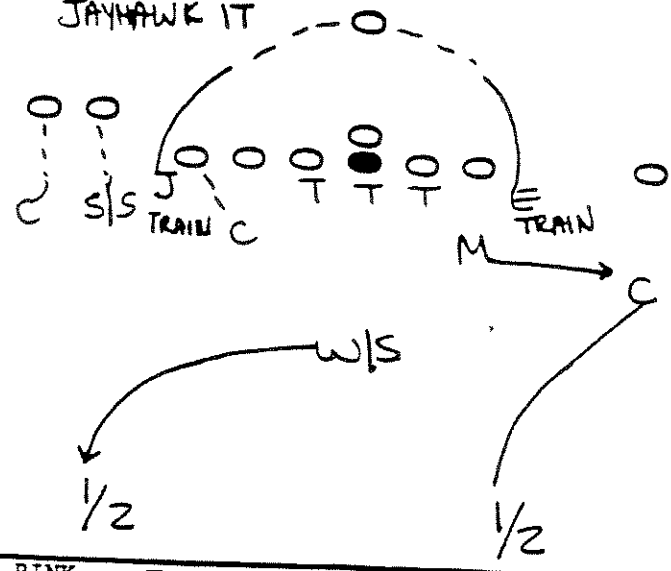


TWIN FLOP

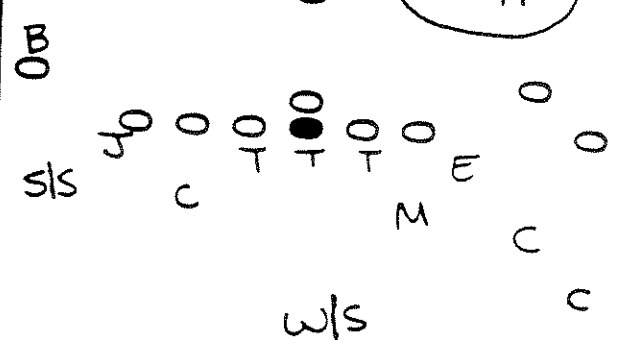
(✓ C/X)



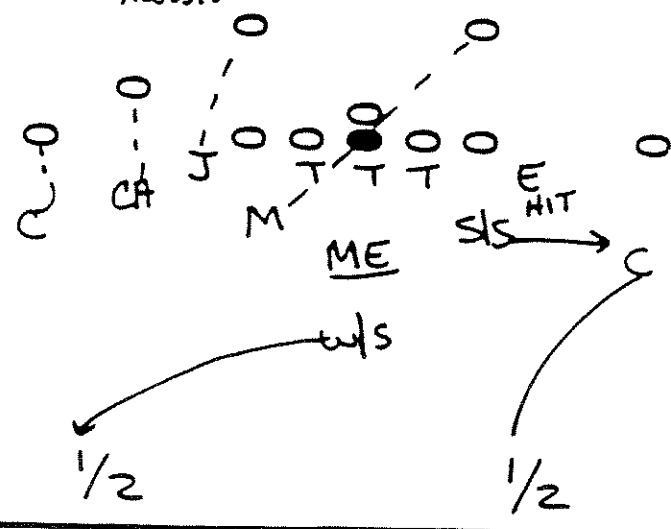
TWIN OPEN  
 JAYHAWK IT



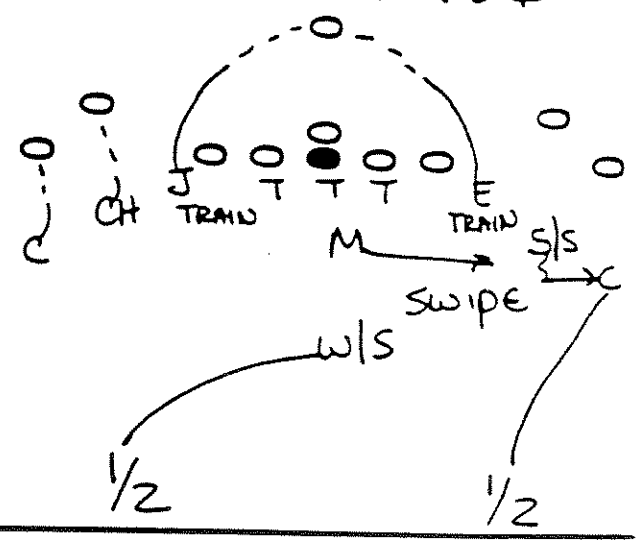
TWIN OPEN FLOP  
 JAYHAWK IT



PINK  
 \*CHARLEY ADJUSTS  
 PLAY IT



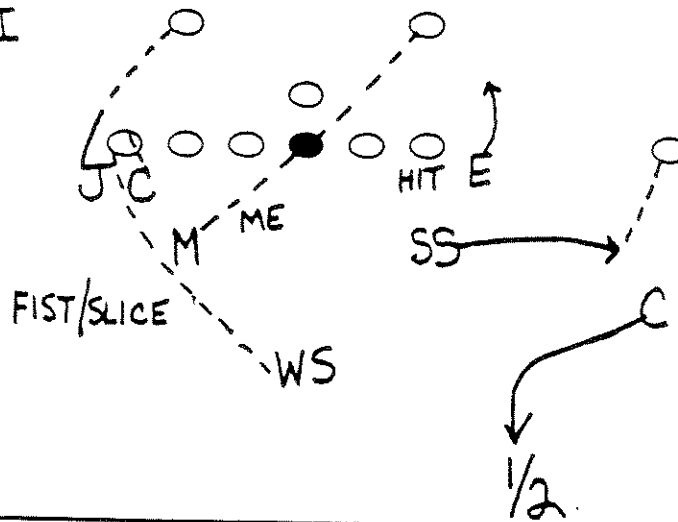
ORANGE  
 PLAY IT OR  $\sqrt{27}$



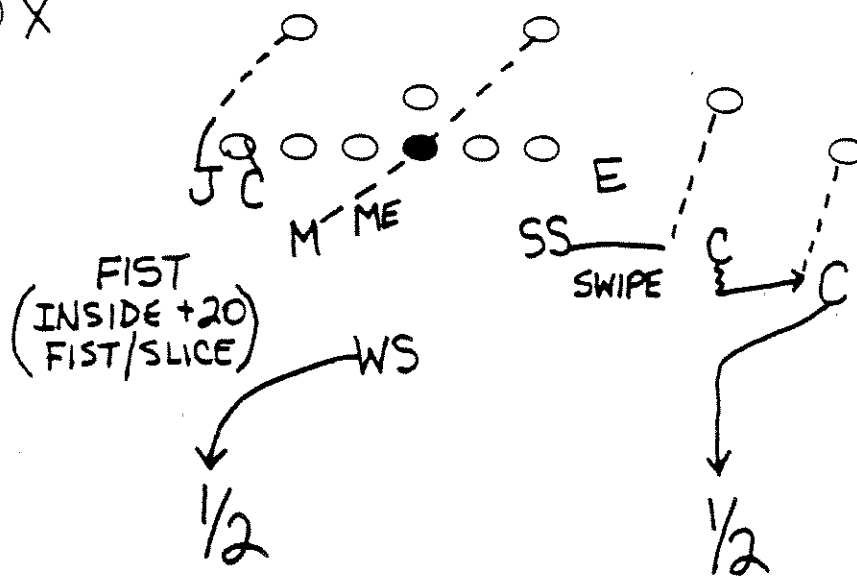
FRONT: 46 (8-MAN FRONT)

COVERAGE: COMBO X (II) (COMBO X VS. FLOPS)

COMBO II

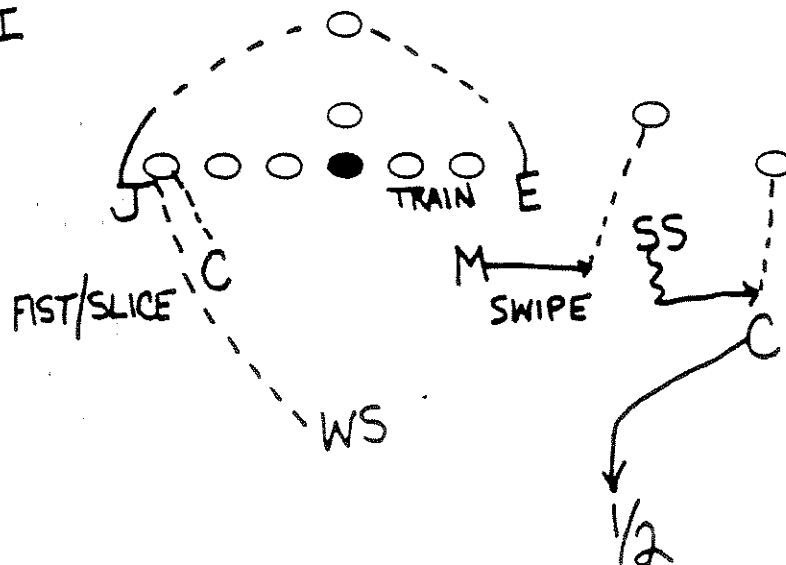


COMBO X



VS. FLOP

COMBO II



VS WHITE



Combo X:

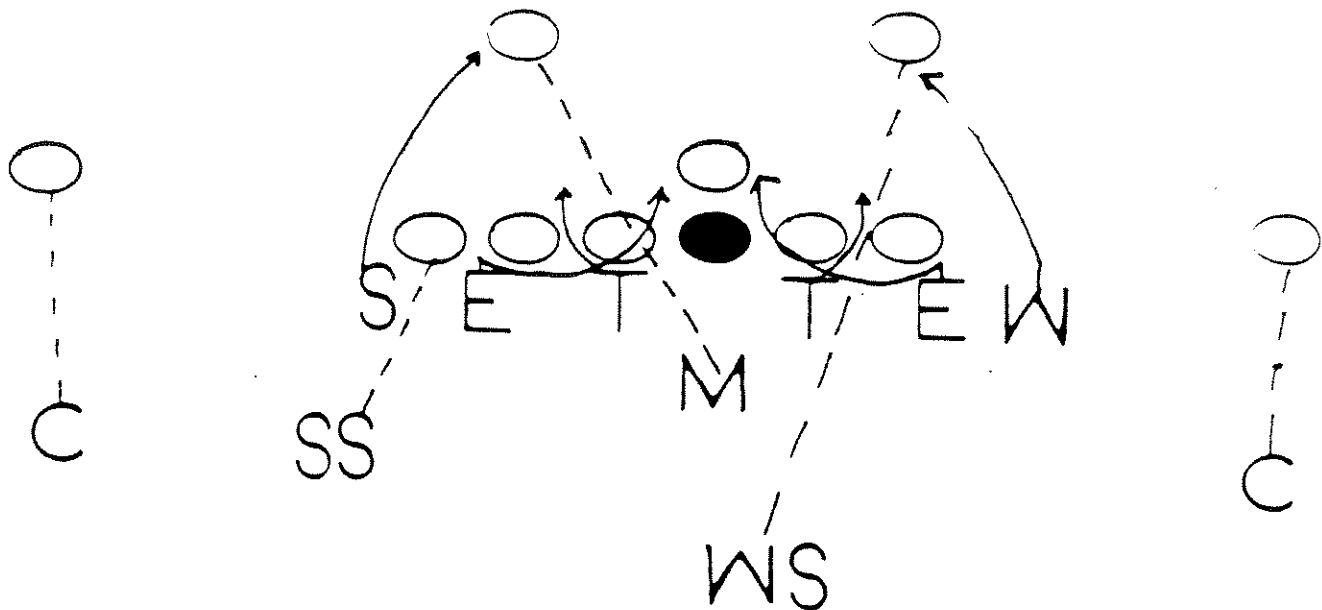
First Slice - Charlie & Co.

- Pro formation  $\frac{1}{2}$  + 20

\* very seldom do we play it vs.  
regular sets.

FRONT: 4-3

COVERAGE: TWIST 40 BLITZ



#### DEFENSIVE LINEMEN

STRONG END: STEP UP AND TWIST BEHIND THE WEAK TACKLE

STRONG TACKLE: QUICK PENETRATION THRU THE STRONG B GAP

WEAK TACKLE: QUICK PENETRATION THRU THE WEAK B GAP

WEAK END: STEP UP AND TWIST BEHIND THE WEAK TACKLE

#### LINEBACKERS

SAM: BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL

MIKE: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WILL: BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

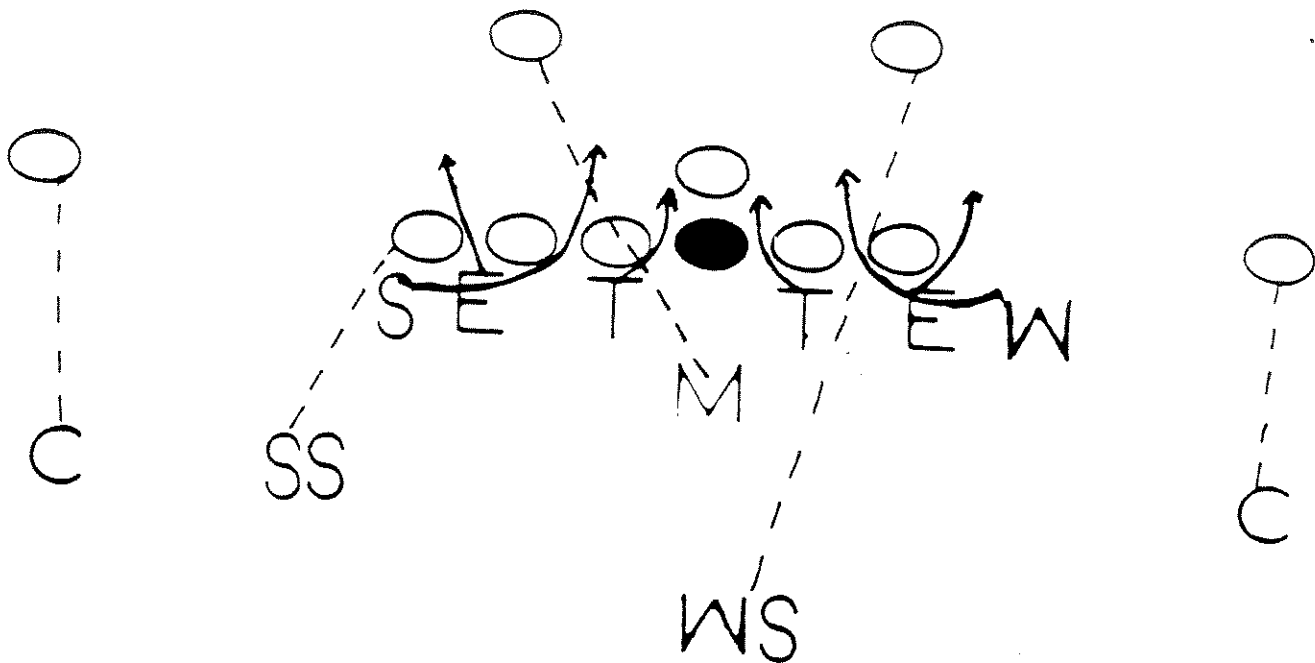
WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER



FRONT: 4-3

COVERAGE: SHOOT 40 BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE OUTSIDE OF STRONG OFF. TACKLE, WORKING FOR CONTAINMENT

STRONG TACKLE: QUICK PENETRATION THRU THE STRONG A GAP

WEAK TACKLE: QUICK PENETRATION THRU THE WEAK A GAP

WEAK END: RIP THRU THE OUTSIDE OF WEAK OFF. TACKLE, WORKING FOR CONTAINMENT

#### LINEBACKERS

SAM: BLITZ UNDER THE STRONG END, SHOOTING THRU THE STRONG B GAP

MIKE: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WILL: BLITZ UNDER THE WEAK END, SHOOTING THRU THE WEAK B GAP

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

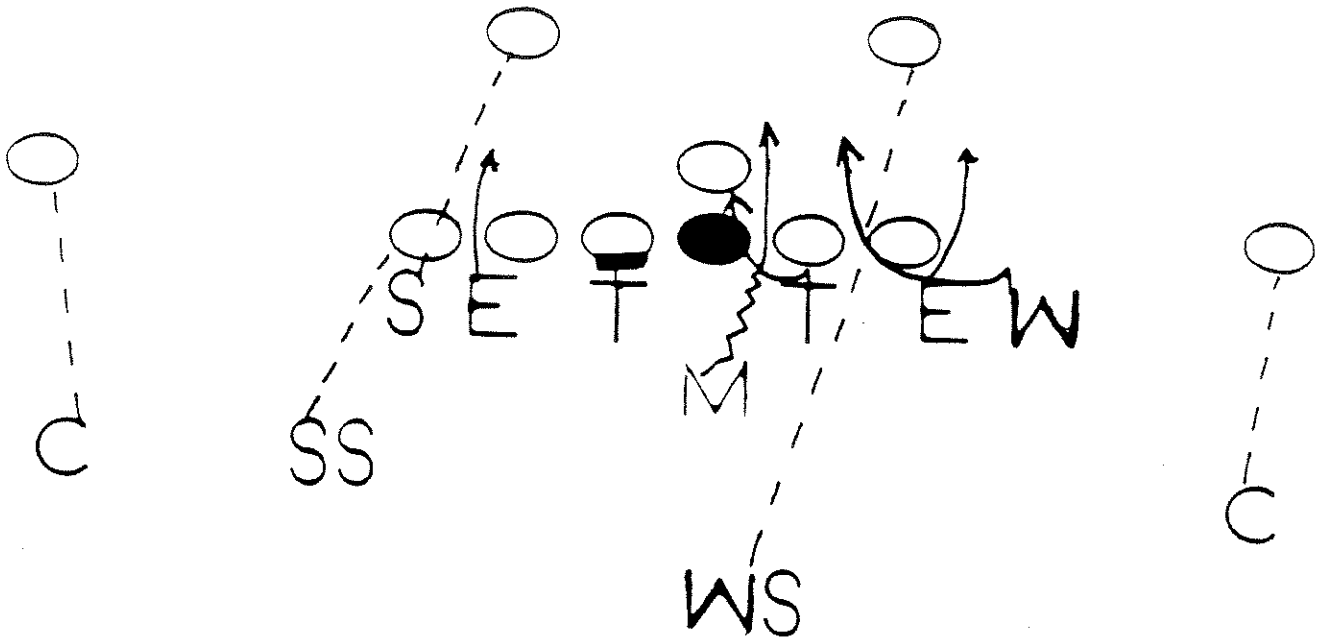
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

4-3

WILL SAMALRAI BLITZ



## DEFENSIVE LINEMEN

STRONG END: RIP THRU THE OUTSIDE OF THE STRONG OFF. TACKLE, WORKING FOR CONTACT

STRONG TACKLE: BUTT AND HOLD THE STRONG OFF. GUARD

WEAK TACKLE: STEP INTO THE WEAK OFF. GUARD, LET THE MIKE CLEAR AND LOOP BEHIND

WEAK END: RIP THRU THE OUTSIDE OF THE WEAK OFF. TACKLE, WORKING FOR CONTAINMENT

## INTERACKERS

SAM: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

MIKE: BLITZ BY WALKING INTO THE WEAK A GAP AND PENETRATING ON THE SNAP

WILL: BLITZ UNDER THE WEAK END, SHOOTING THRU THE WEAK B GAP

SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

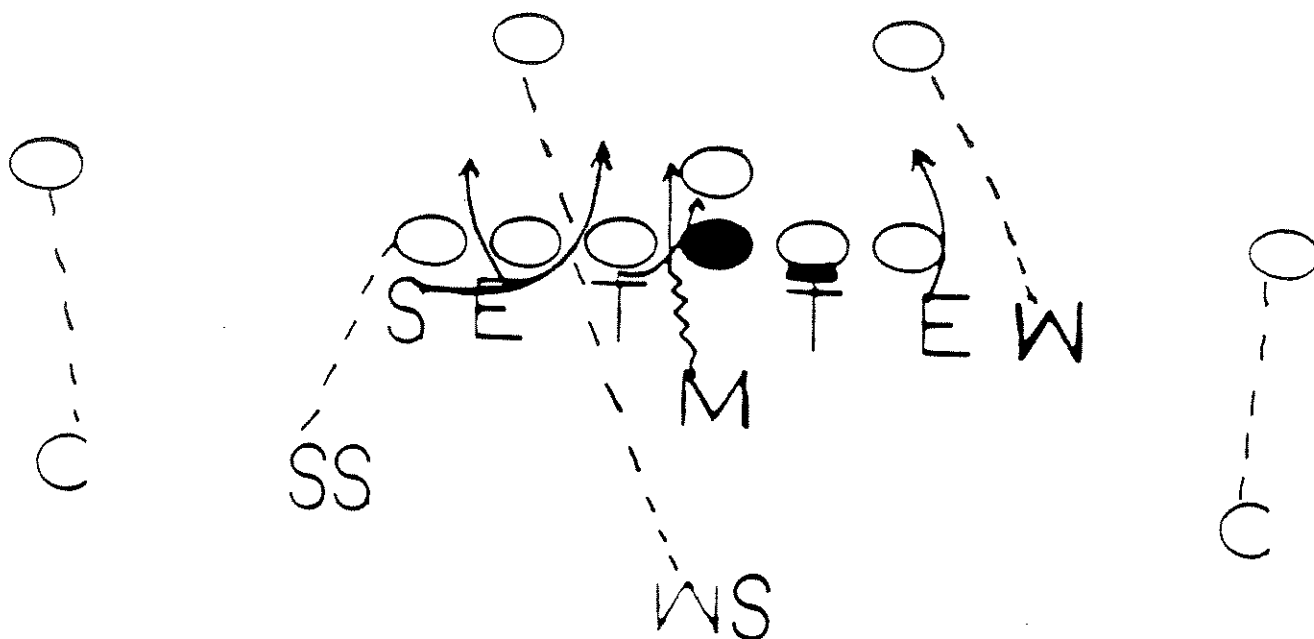
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER. MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: 4-3

COVERAGE: SAM SAMALRAI BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE OUTSIDE OF THE STRONG OFF. TACKLE, WORKING FOR CONTAINMENT

STRONG TACKLE: STEP INTO THE STRONG OFF. GUARD, LET THE MIKE CLEAR AND LOOP BEHIND

WEAK TACKLE: BUTT AND HOLD THE WEAK OFF. GUARD

WEAK END: RIP THRU THE OUTSIDE OF THE WEAK OFF. TACKLE, WORKING FOR CONTAINMENT

#### LINEBACKERS

SAM: BLITZ UNDER THE STRONG END, SHOOTING THRU THE B GAP STRONG

MIKE: BLITZ BY WALKING UP INTO THE STRONG A GAP AND PENETRATING ON THE SNAP

WILL: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

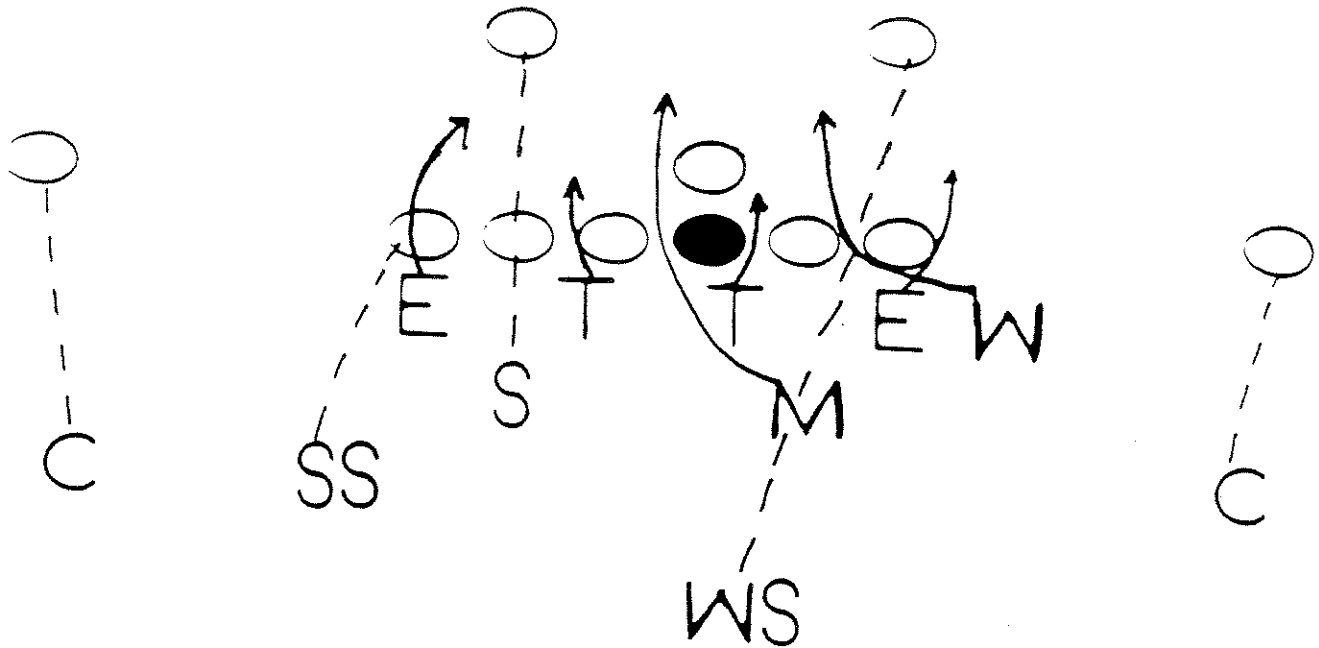
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

0.5

ARMEL



## DEFENSIVE LINEMEN

STRONG END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

STRONG TACKLE: RIP THRU THE OUTSIDE OF THE STRONG OFF. GUARD

**WEAK TACKLE: RIP THRU THE WEAK OUTSIDE OF THE CENTER**

WEAK END: RIP THRU THE OUTSIDE OF THE WEAK OFF. TACKLE, WORKING FOR CONTAINMENT

## LINEBACKERS

SAM: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WIRE: BLITZ A GAP STRONG

WILL: BLITZ UNDER THE WEAK END, SHOOTING THRU A GAP

## SECONDARY

**STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER**

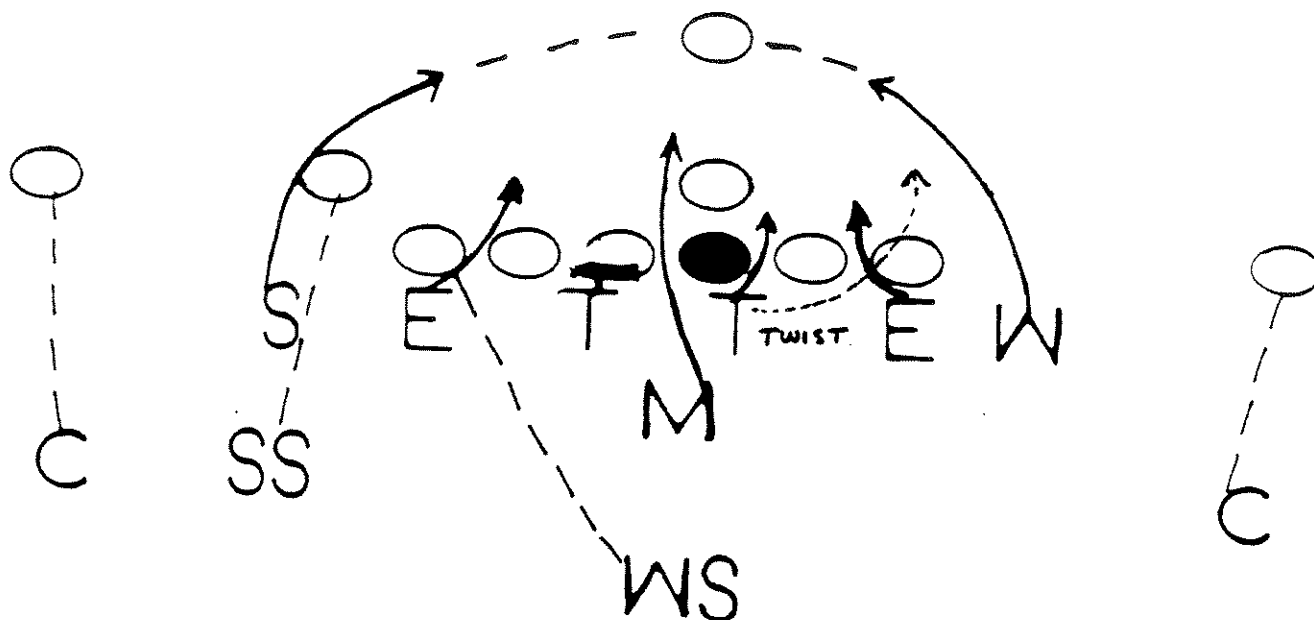
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: OVER-SLIDE

COVERAGE: SCHOOLYARD BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE INSIDE OF THE TIGHT END, HITTING STRONG C GAP

STRONG TACKLE: BUTT THE STRONG OFF. GUARD, LETTING THE MIKE CLEAR ON BLITZ

WEAK TACKLE: RIP THRU THE WEAK OUTSIDE OF THE CENTER, HITTING WEAK A GAP

WEAK END: RIP THRU THE INSIDE OF THE WEAK OFF. TACKLE, HITTING WEAK B GAP

#### LINEBACKERS

SAM: BLITZ PICKUP FROM THE OUTSIDE, CONTAINING THE FOOTBALL

MIKE: BLITZ THRU THE STRONG A GAP

WILL: BLITZ PICKUP FROM THE OUTSIDE, CONTAINING THE FOOTBALL

#### SECONDARY

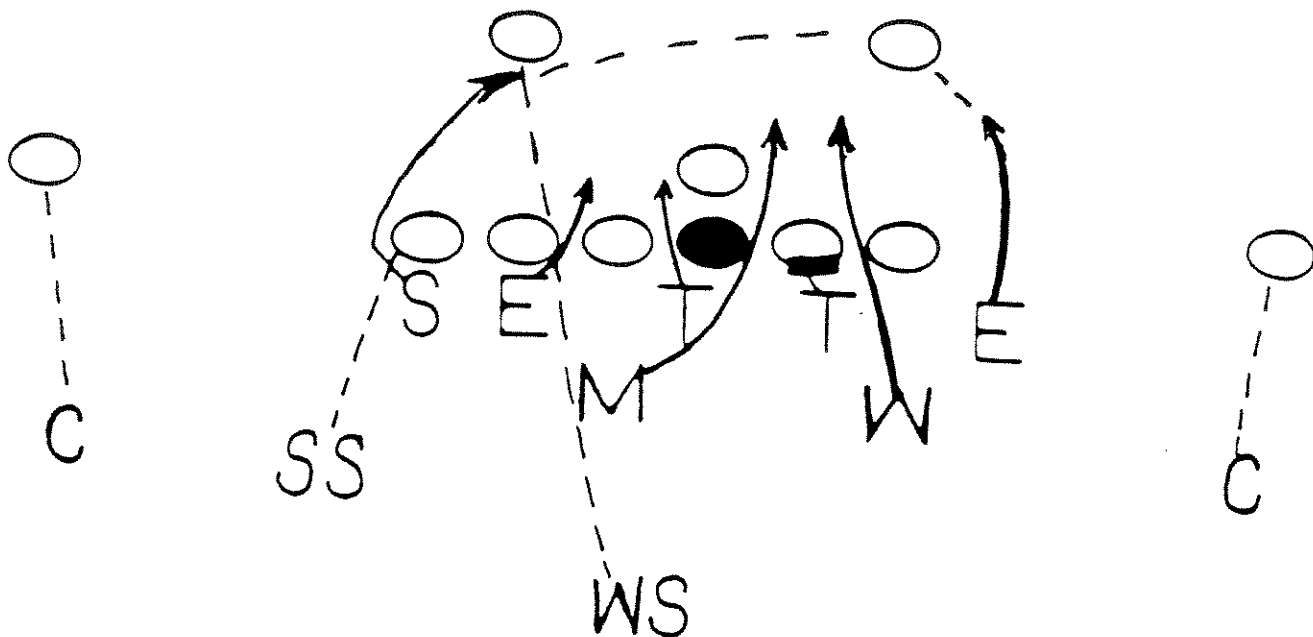
STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA

WEAK SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

COVERAGE: SPECIAL BLITZ



STRONG END: RIP THRU THE INSIDE OF STRONG OFF. TACKLE, HITTING STRONG B GAP  
STRONG TACKLE: RIP THRU THE STRONG SIDE OF CENTER, HITTING STRONG A GAP  
WEAK TACKLE: BUTT THE WEAK OFF. TACKLE, ALLOWING THE MIKE AND WILL TO CLEAR  
WEAK END: NORMAL UPFIELD RUSH WITH PICKUP ON THE WEAK BACK IF HE COMES OUT

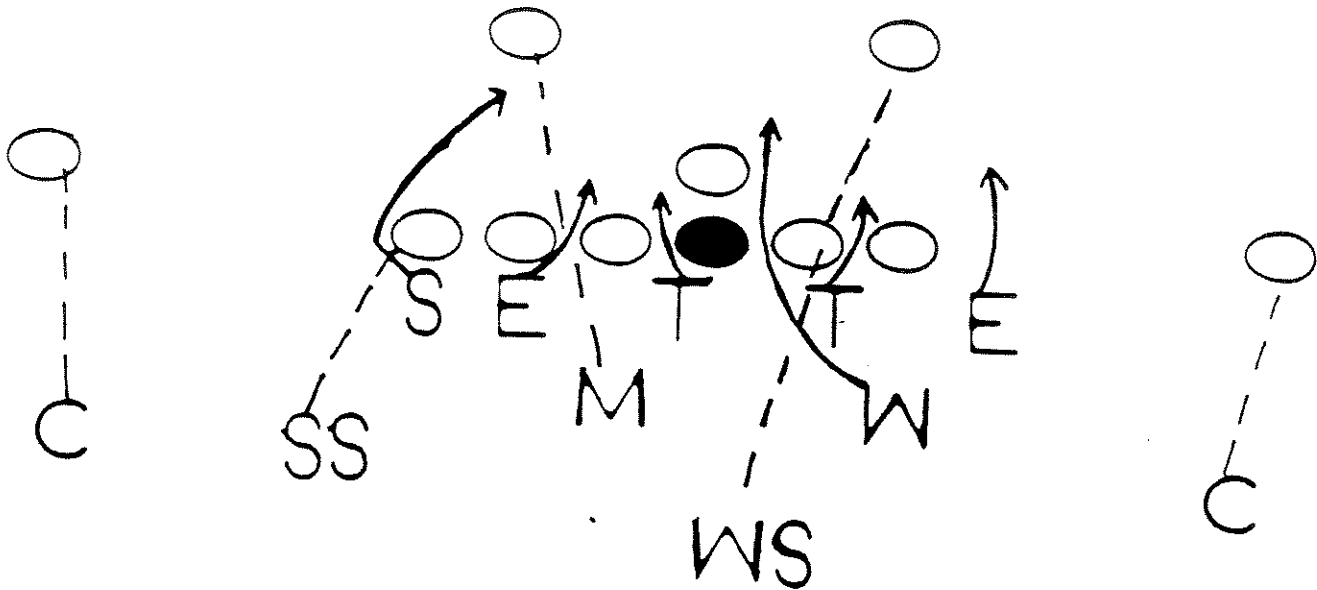
SAM: BLITZ PICKUP FROM THE OUTSIDE, CONTAINING THE FOOTBALL  
MIKE: BLITZ THRU THE WEAK A GAP  
WILL: BLITZ THRU THE WEAK B GAP

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA  
WEAK SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA  
WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

✓

FRONT: UNDER

COVERAGE: 40 BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE INSIDE OF THE STRONG OFF. TACKLE, HITTING STRONG B GAP

STRONG TACKLE: RIP THRU THE STRONG SIDE OF CENTER, HITTING STRONG A GAP

WEAK TACKLE: RIP THRU THE OUTSIDE OF THE WEAK OFF. GUARD, HITTING WEAK B GAP

WEAK END: NORMAL UPFIELD RUSH FROM THE OUTSIDE, CONTAINING THE FOOTBALL

#### LINEBACKERS

SAM: BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL

MIKE: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WILL: BLITZ THRU THE WEAK A GAP

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

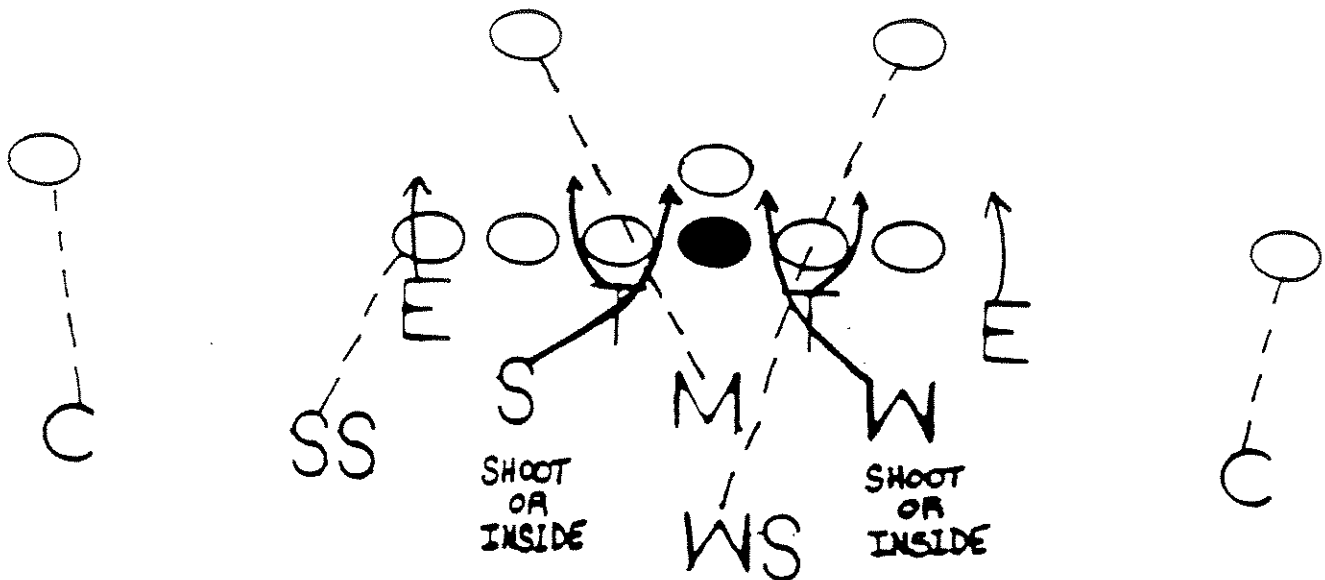
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: SWIM

COVERAGE: BLITZ



#### DEFENSIVE LINEMEN

STRONG END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

STRONG TACKLE: RIP THRU THE INSIDE OR OUTSIDE OF STRONG OFF. GUARD, DEPENDING ON CALL

WEAK TACKLE: RIP THRU THE INSIDE OR OUTSIDE OF WEAK OFF. GUARD, DEPENDING ON CALL

WEAK END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

#### LINEBACKERS

SAM: BLITZ THRU THE STRONG A OR B GAP, DEPENDING ON CALL

MIKE: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WILL: BLITZ THRU THE WEAK A OR B GAP, DEPENDING ON CALL

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER



ALIGNMENT RULES FOR NICKEL, DIME AND 46 NICKEL

NICKEL

A 5TH DEFENSIVE BACK WILL COME INTO THE GAME AND PLAY WILL. ONE LINEBACKER WILL LEAVE THE GAME. TWO LINEBACKERS WILL STAY IN THE GAME AND PLAY SAM AND MIKE. WILL ALWAYS LINES UP ON THE 3RD WIDE RECEIVER (#2 WEAK VS. WHITE OR ORANGE) OR (#2 STRONG VS. TWIN OPEN).

DIME

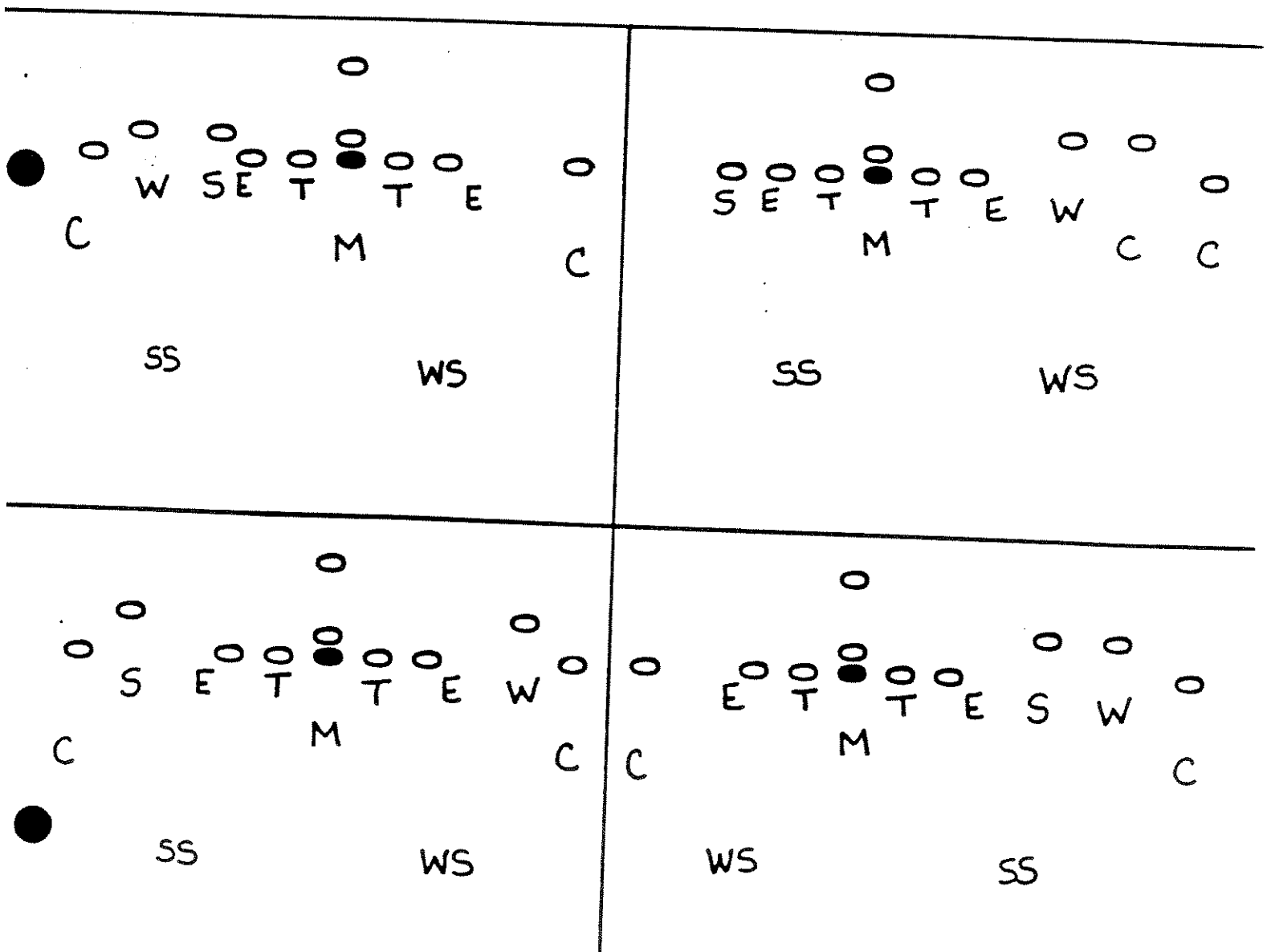
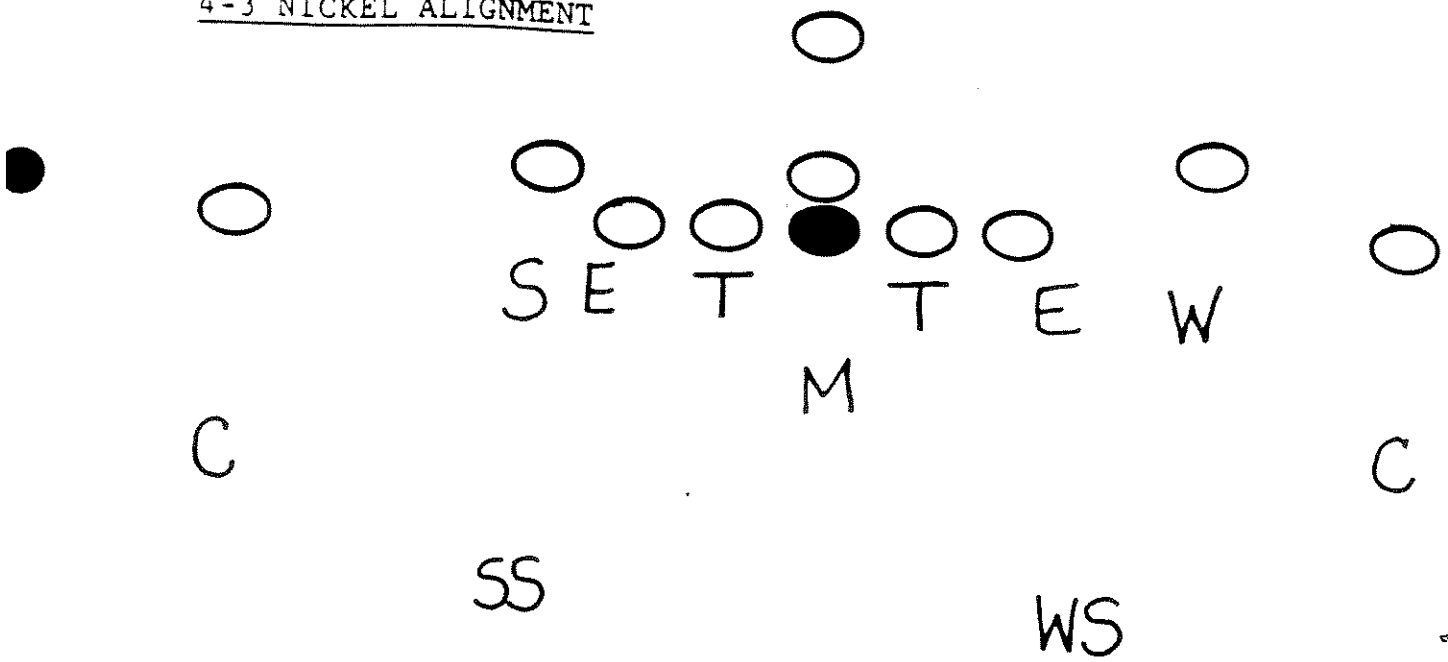
A 5TH AND 6TH DEFENSIVE BACK WILL COME INTO THE GAME AND PLAY WILL AND SAM. TWO LINEBACKERS WILL LEAVE THE GAME. ONE LINEBACKER WILL STAY IN THE GAME AND PLAY MIKE.

46 NICKEL

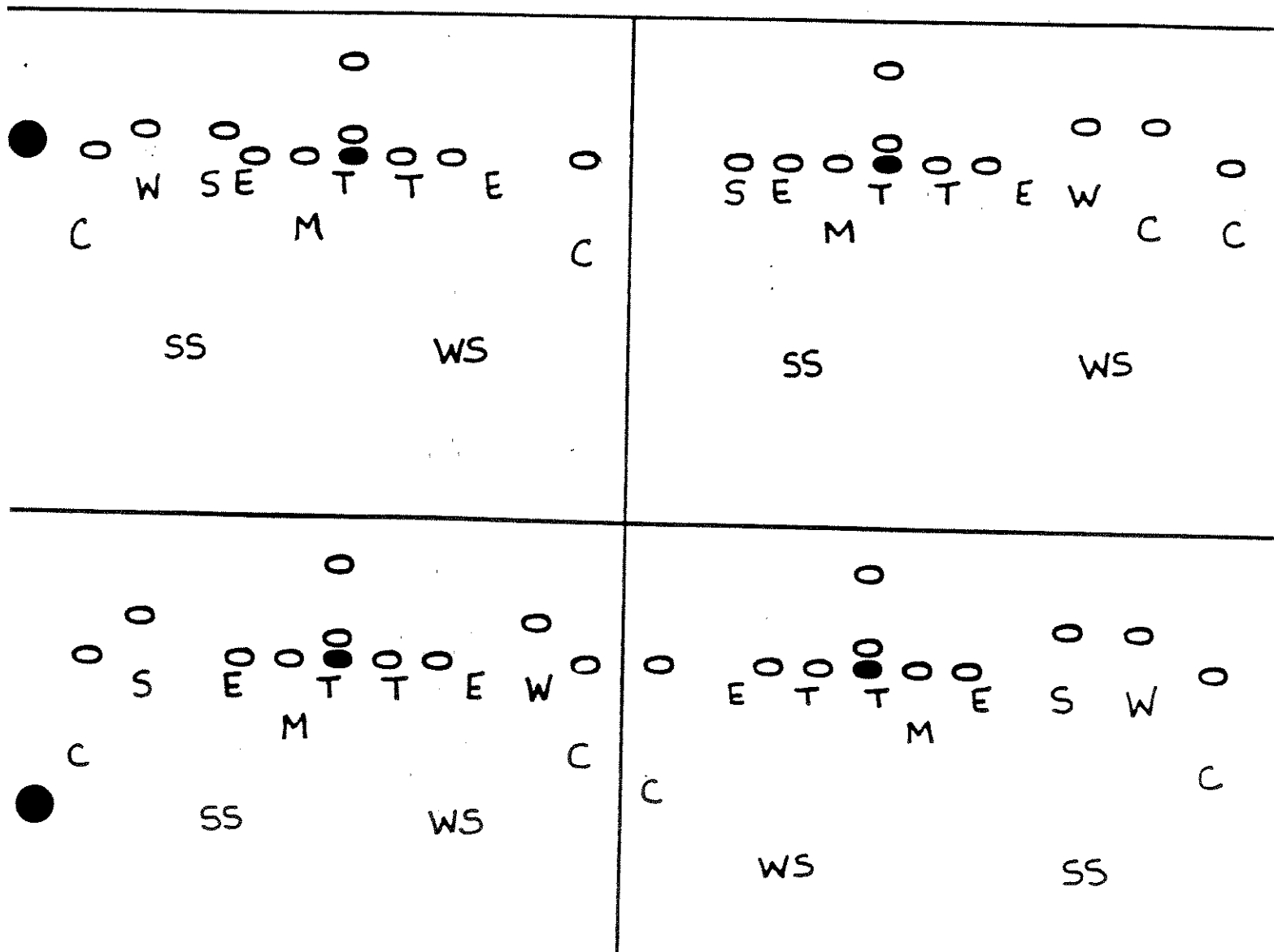
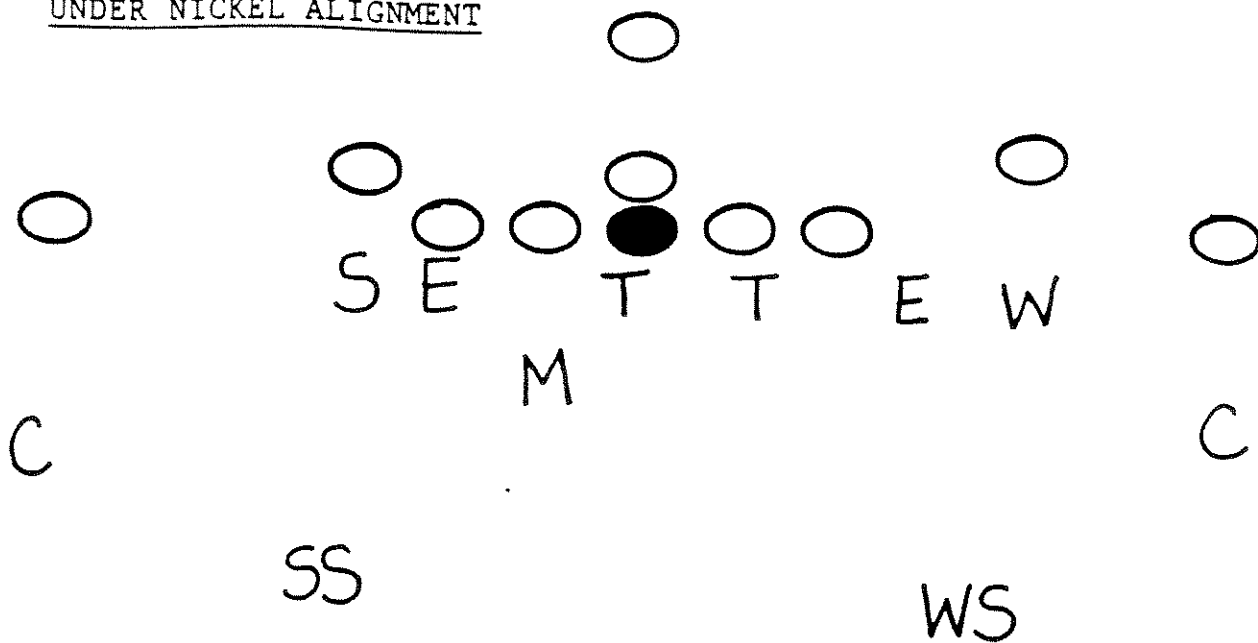
A 5TH DEFENSIVE BACK WILL COME INTO THE GAME AND PLAY CHARLEY. ONE LINEBACKER WILL LEAVE THE GAME. TWO LINEBACKERS WILL STAY IN THE GAME AND PLAY JACK AND MIKE. WITH 3-1-1 PERSONNEL (3 WR'S) - S/S STAYS OVER THE WEAK TACKLE, AND CHARLEY LINES UP ON THE 3RD WIDE RECEIVER (#2 WEAK VS. WHITE) OR (#2 STRONG VS. TWIN OPEN).

WITH 4-0-1 PERSONNEL (4 WR'S) - CHARLEY LINES UP ON #2 STRONG VS. ORANGE OR #3 STRONG VS. TWIN OPEN. S/S LINES UP ON #2 WEAK VS. ORANGE OR #2 STRONG VS. TWIN OPEN.

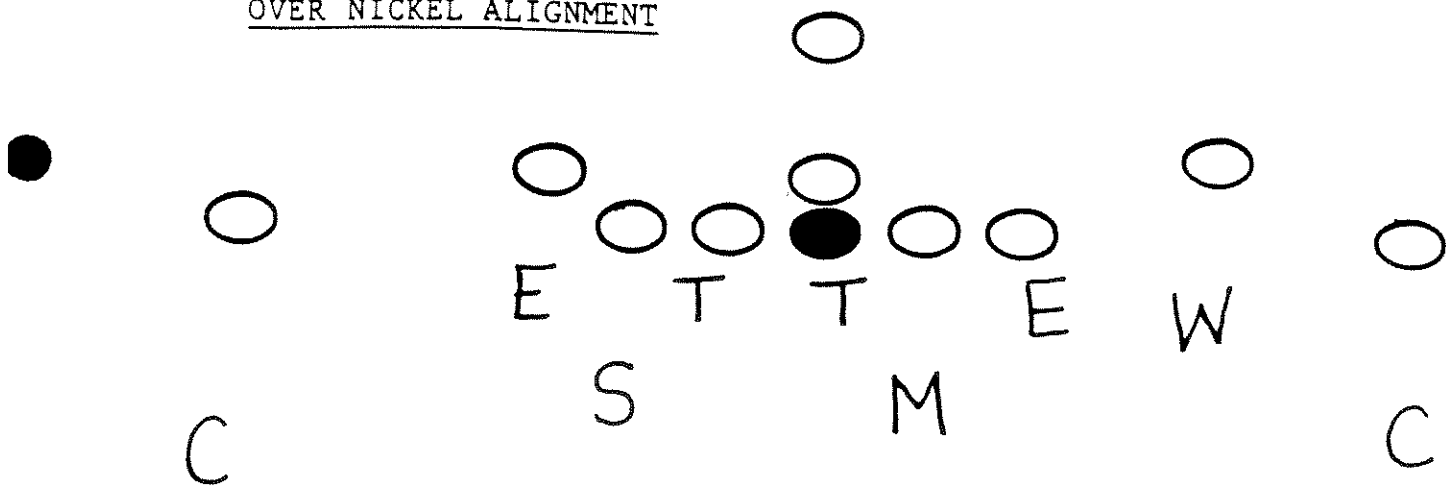
4-3 NICKEL ALIGNMENT



UNDER NICKEL ALIGNMENT

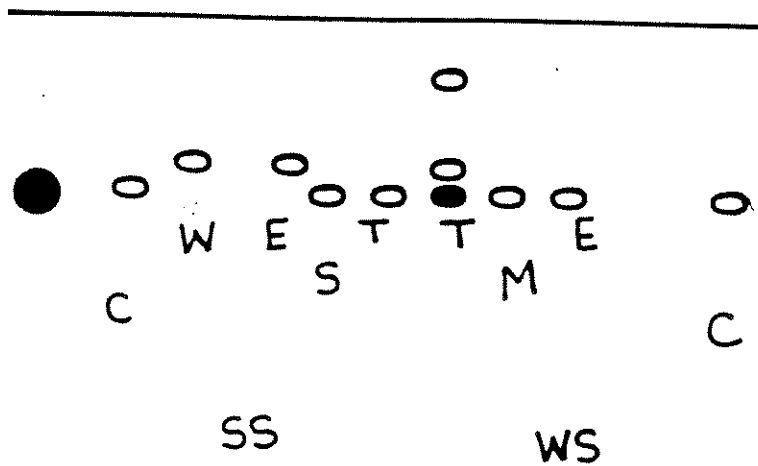


OVER NICKEL ALIGNMENT



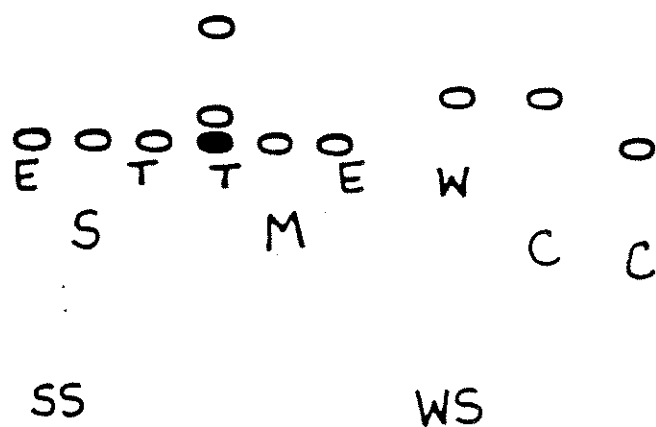
SS

WS



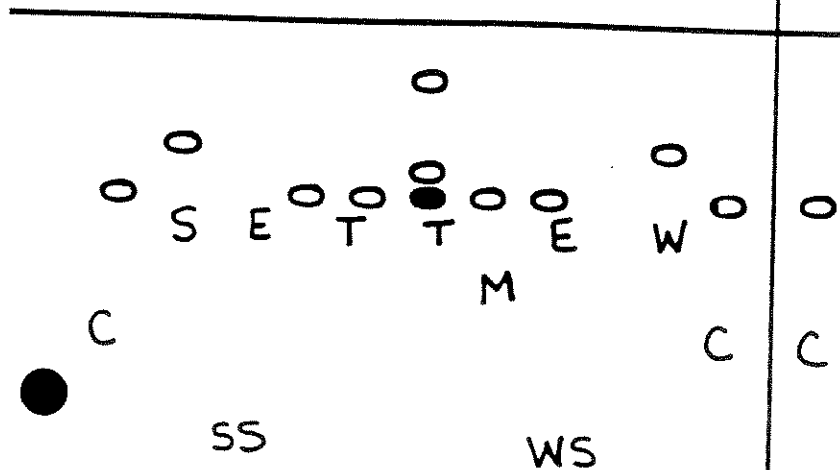
SS

WS



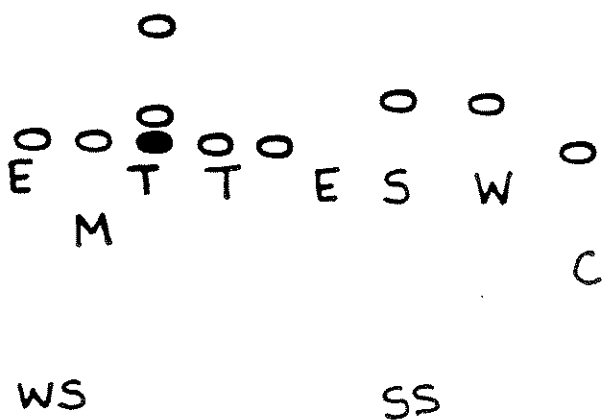
SS

WS



SS

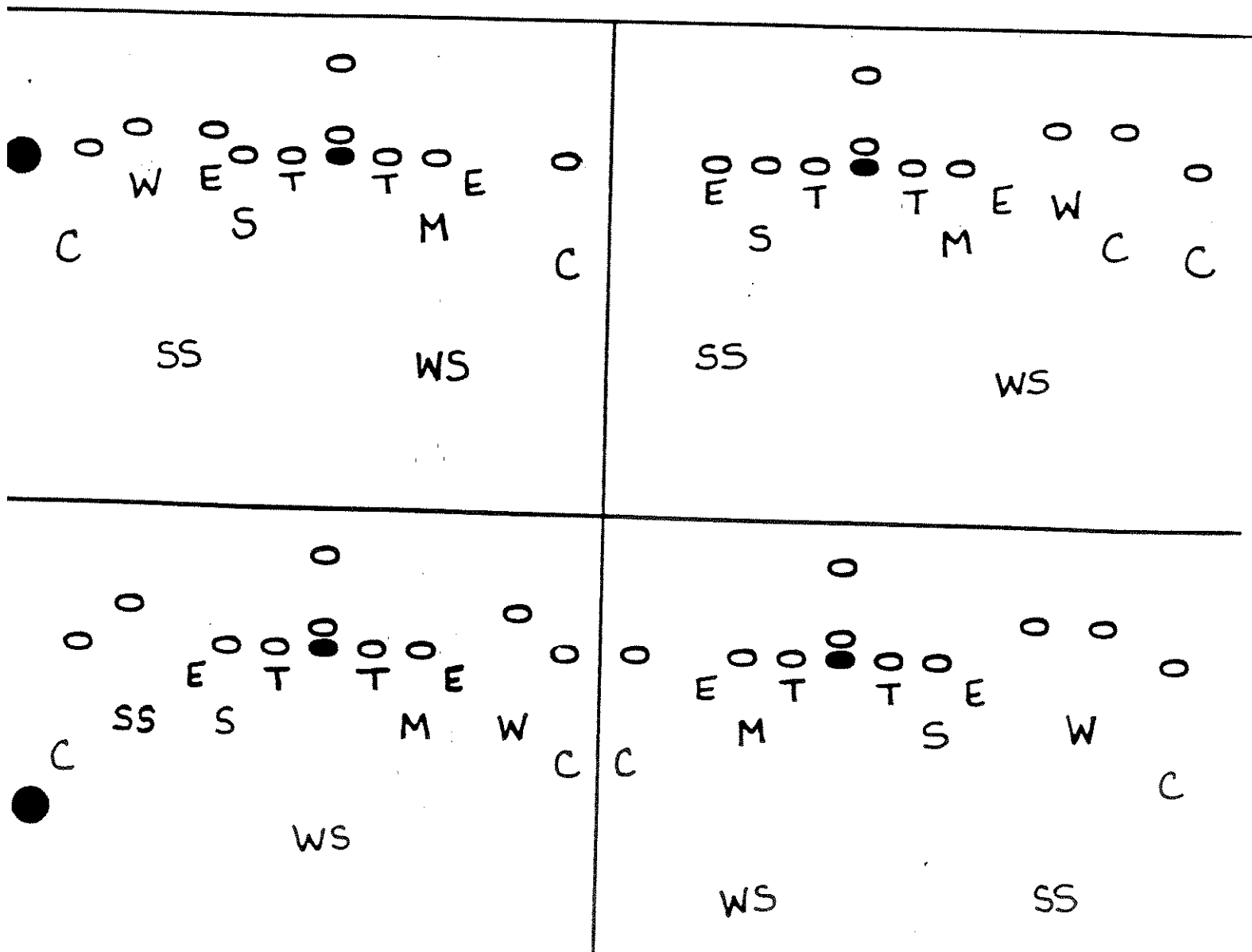
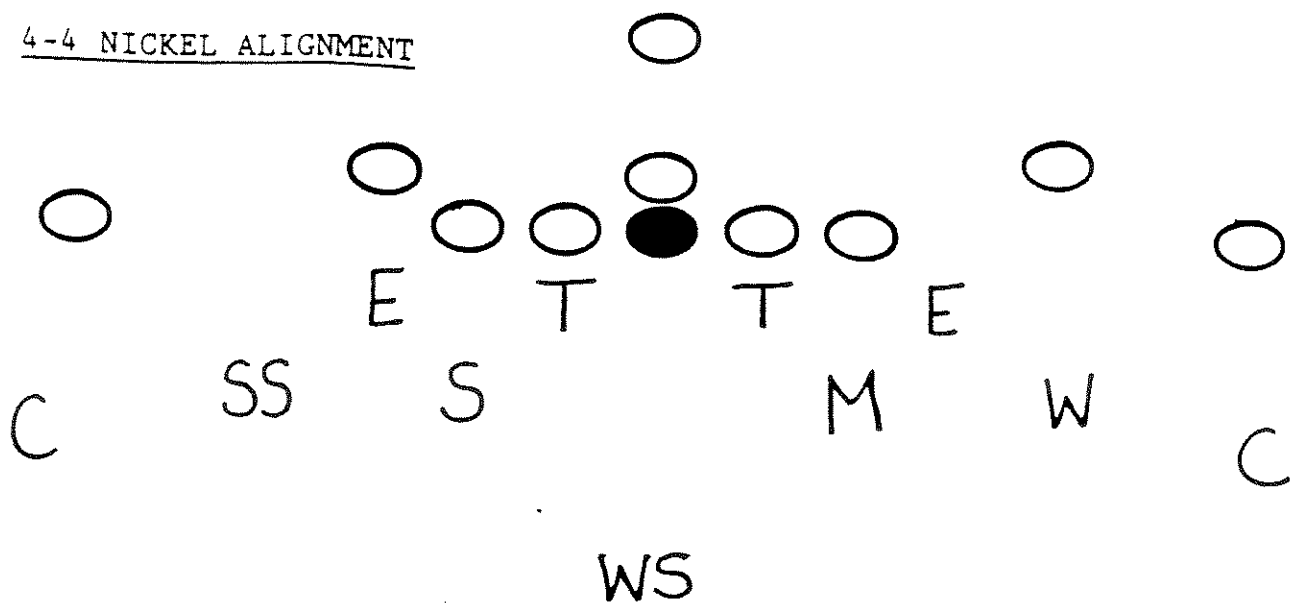
WS



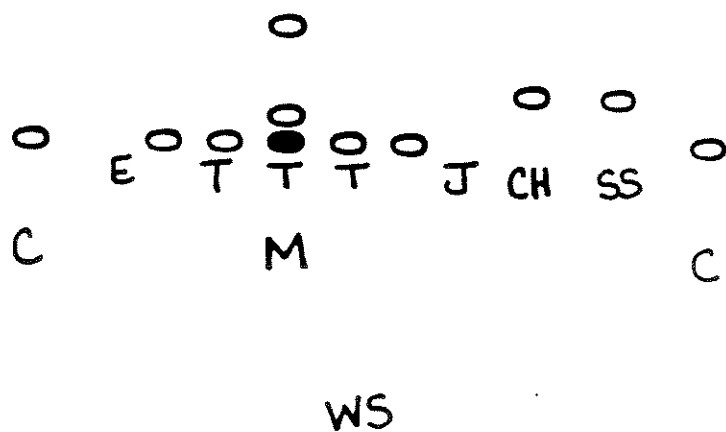
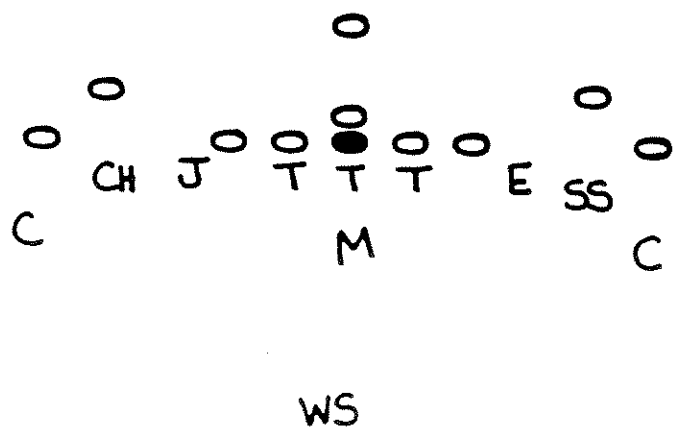
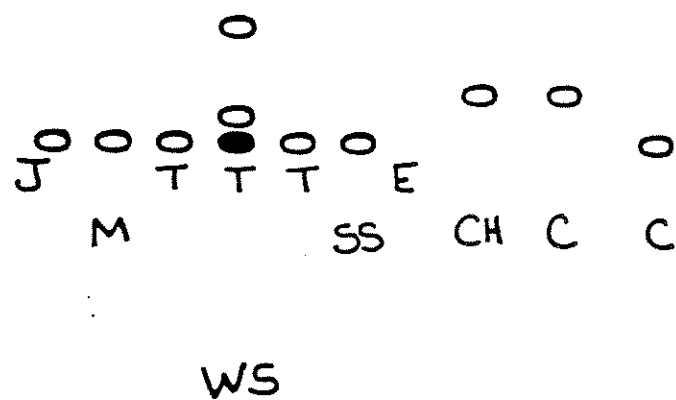
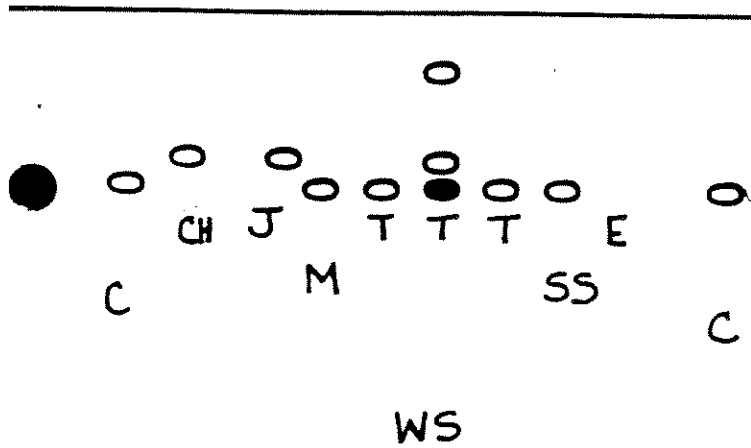
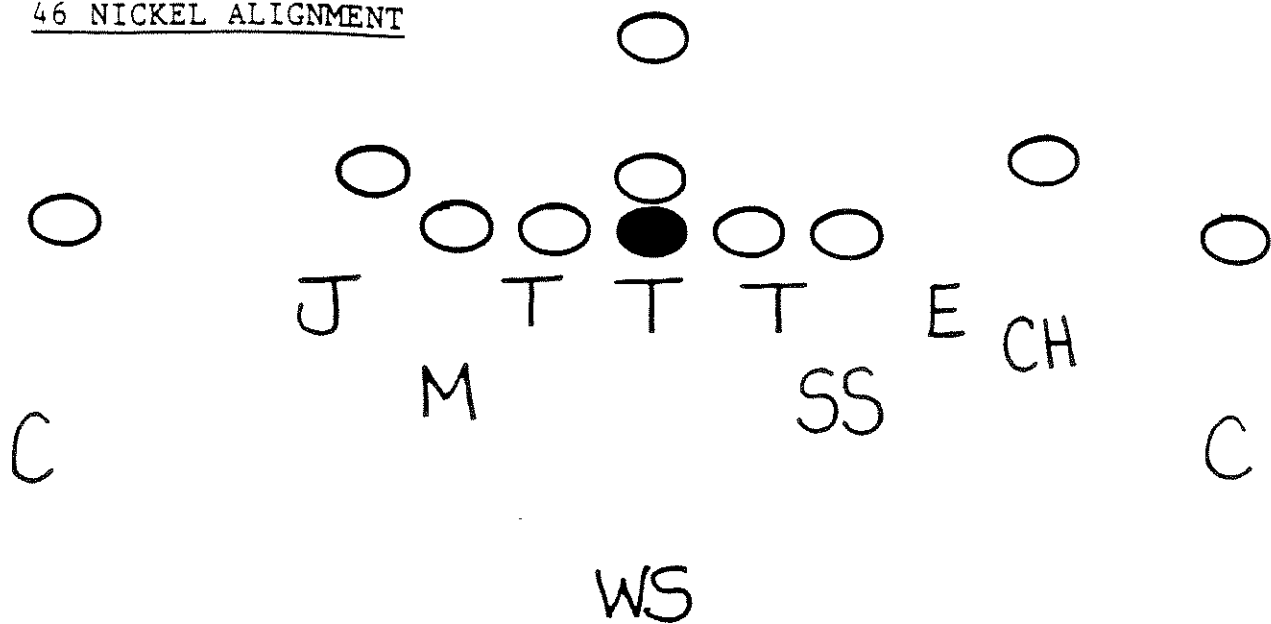
WS

SS

4-4 NICKEL ALIGNMENT



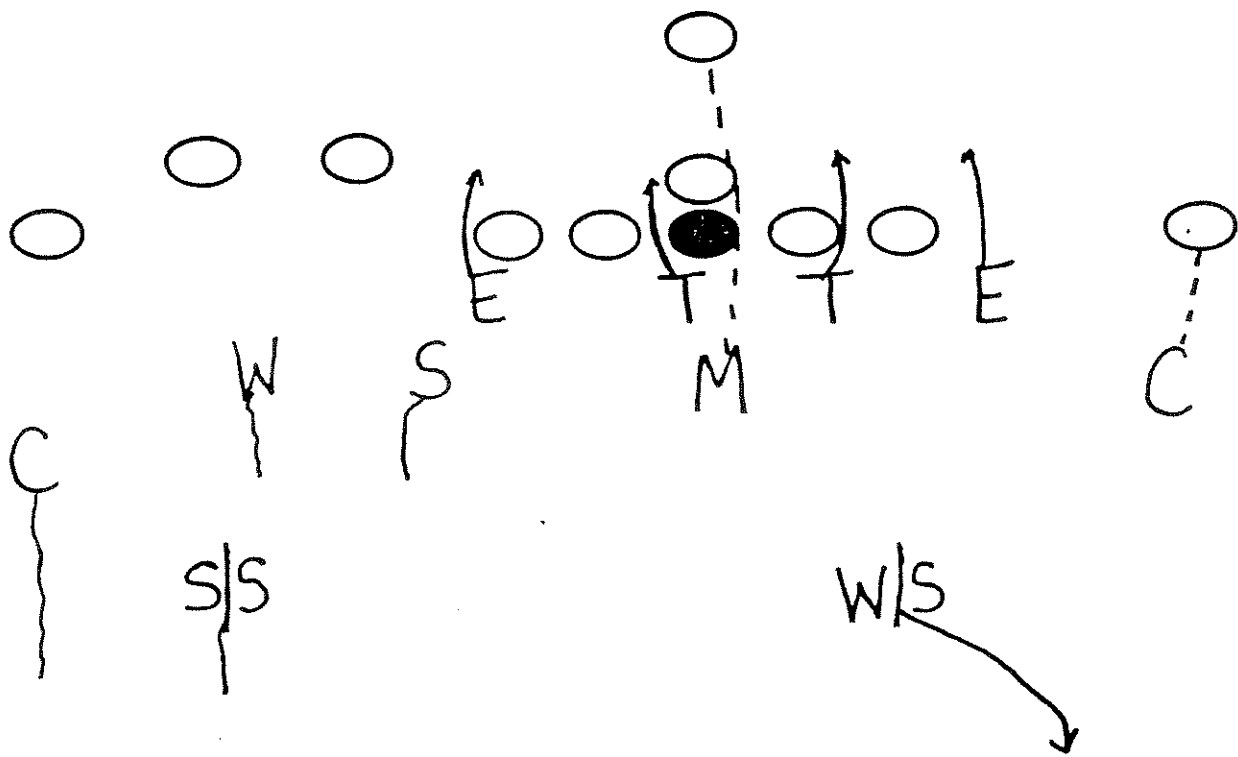
46 NICKEL ALIGNMENT





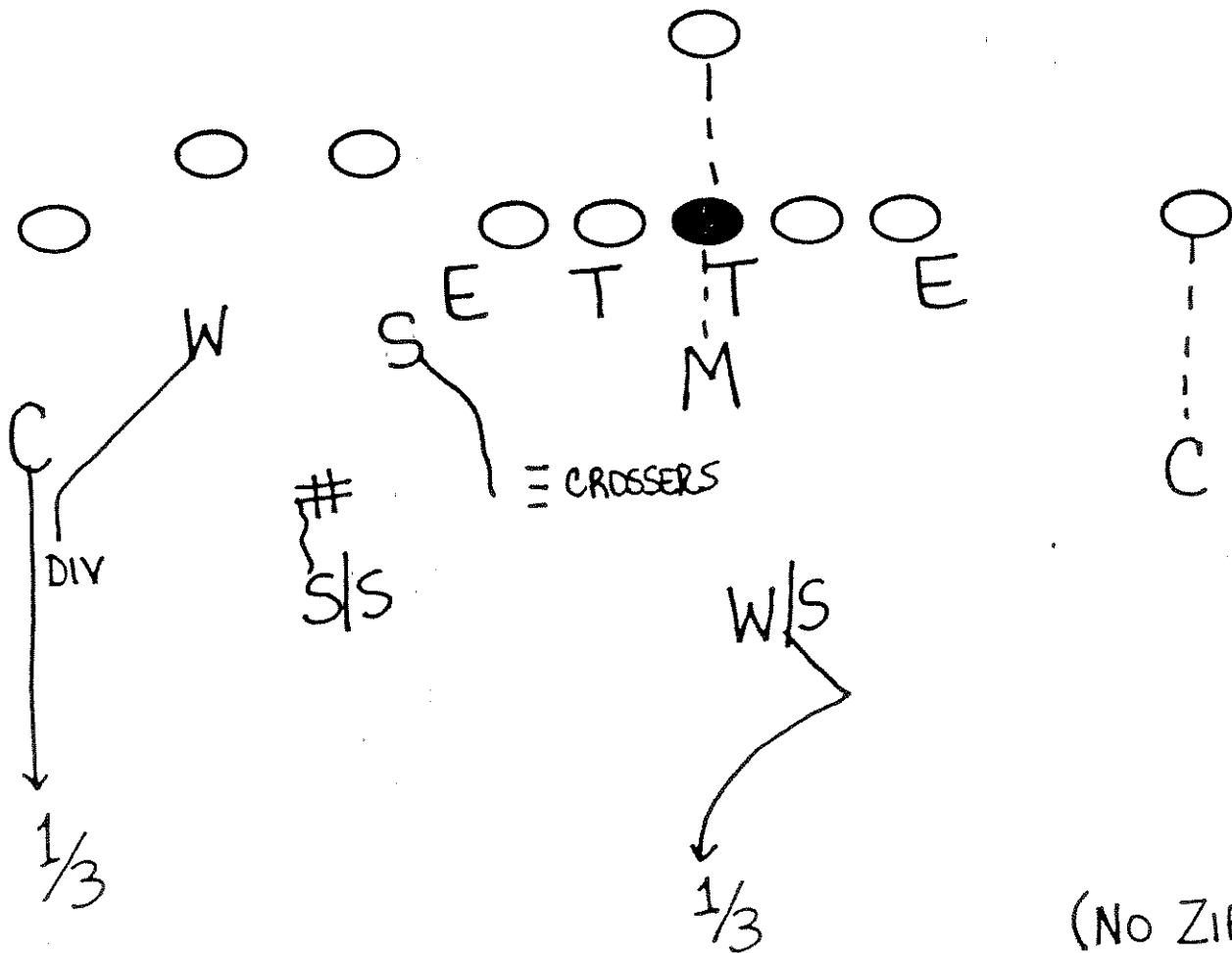






(PLAY 7 - WEAKSIDE)

OVER 3 ≠ BLUE



(No ZIP/GO)

## 46 NICKEL

### COVERAGES

2#

3#

7

C/1

C/2

GIANT 6

S/S 6

59 STRONG OR WEAK

S/S OUTSIDE

### ALIGNMENT & RULES

MIKE - PLAYS CHARLEY'S JAYHAWK RULES

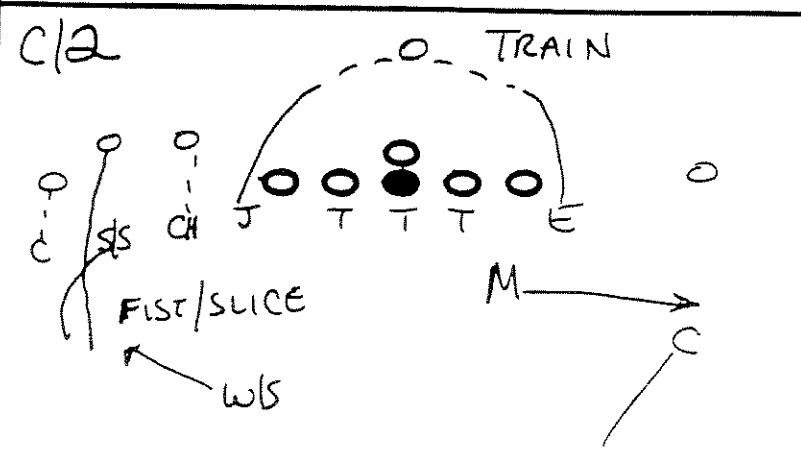
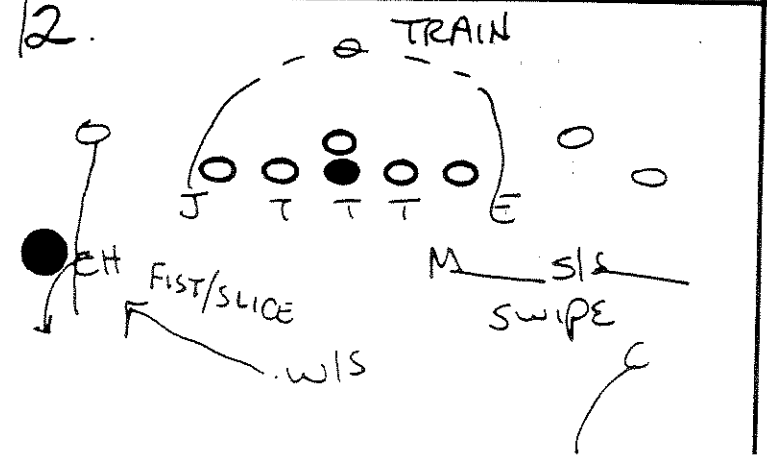
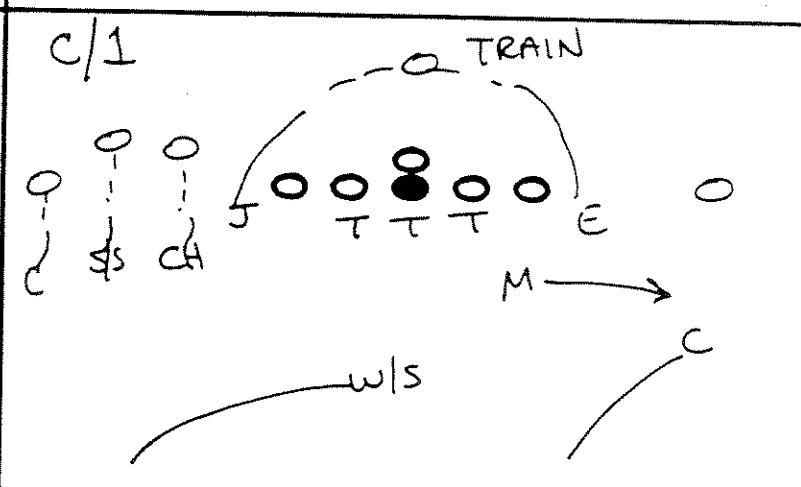
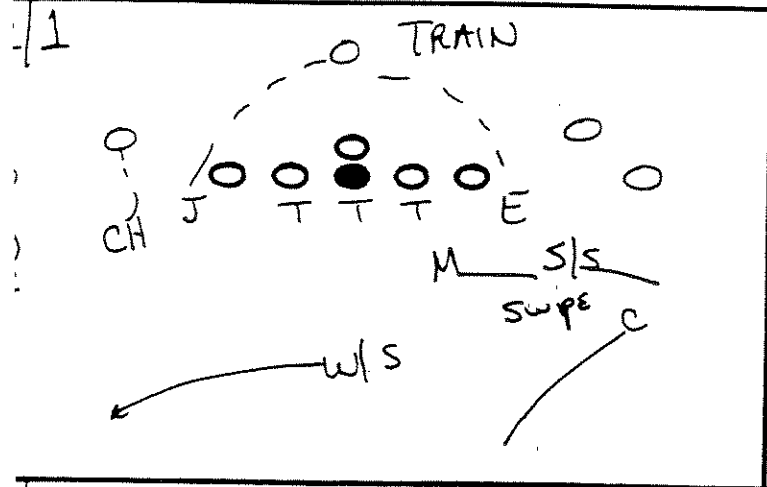
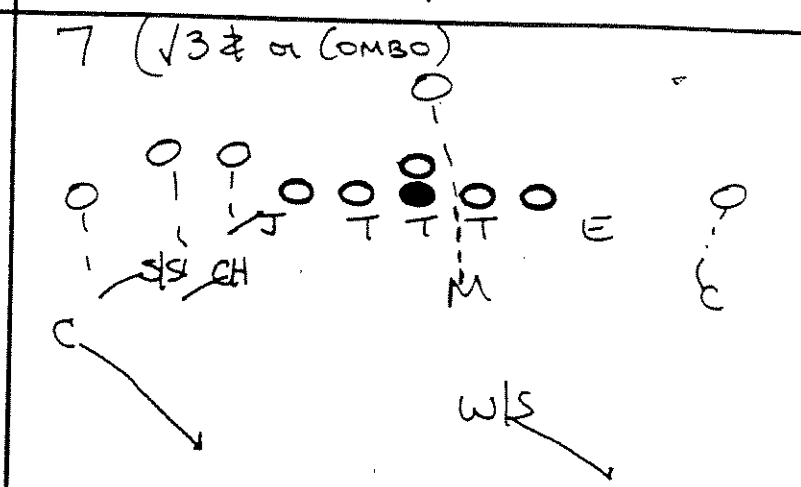
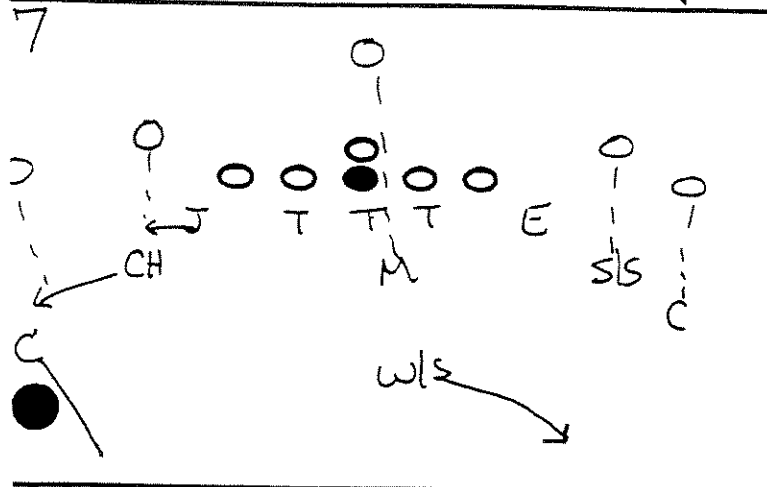
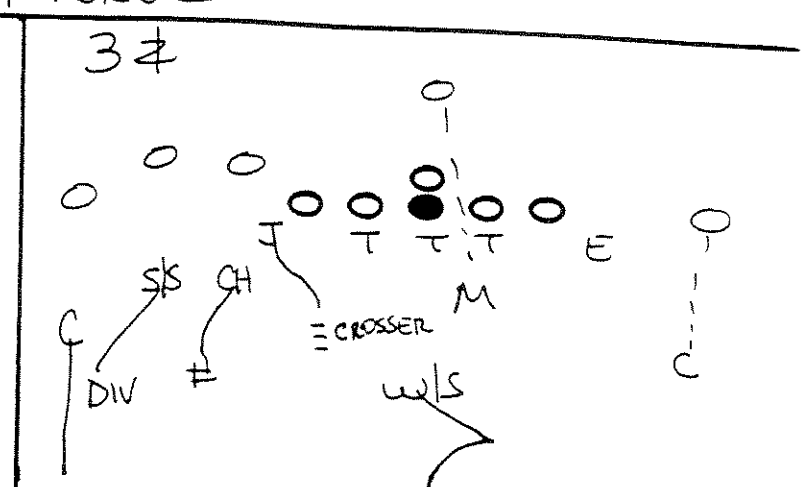
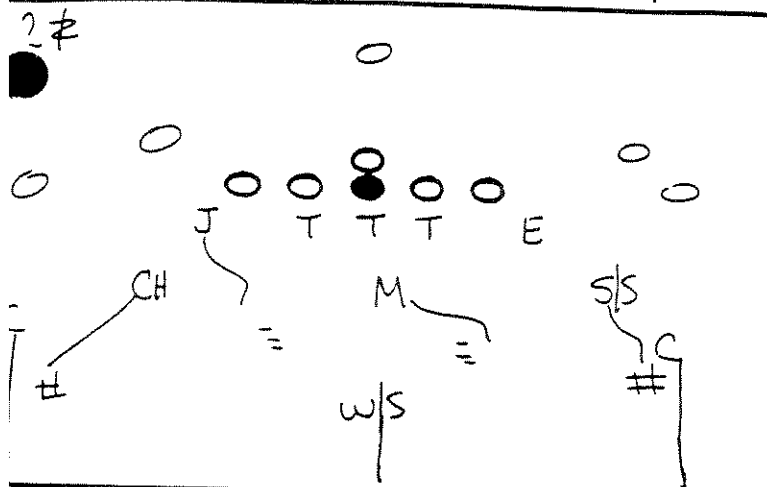
CHARLEY - LINES UP ON 3RD WR

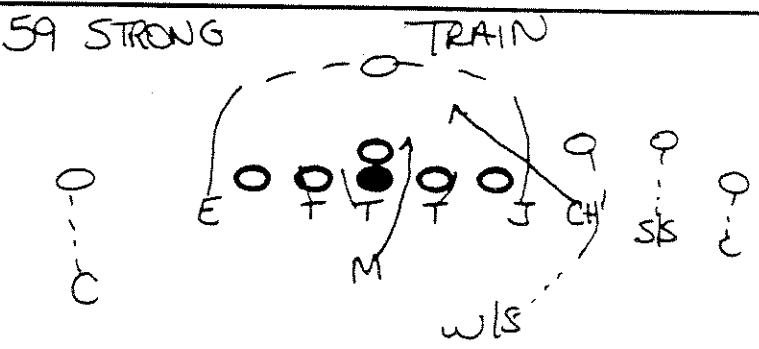
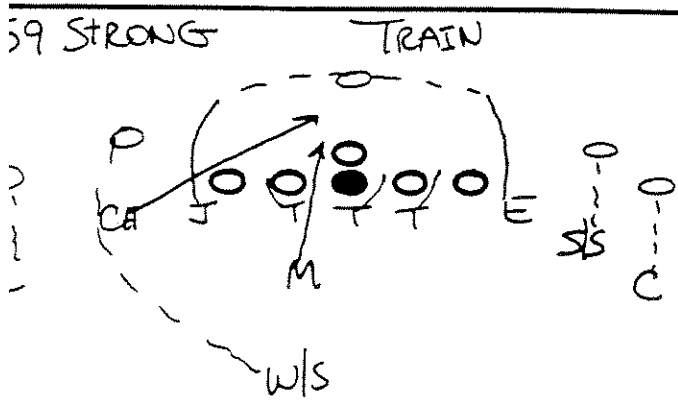
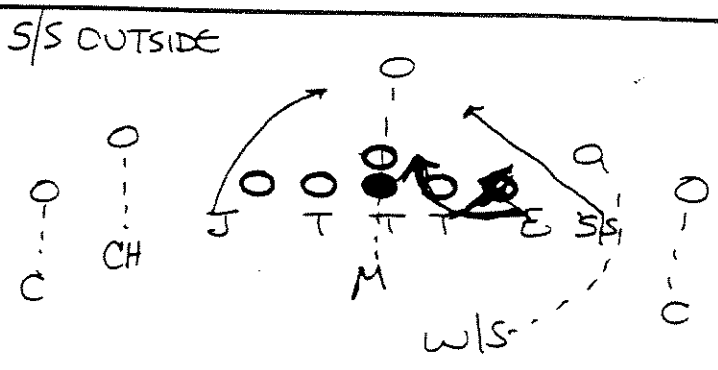
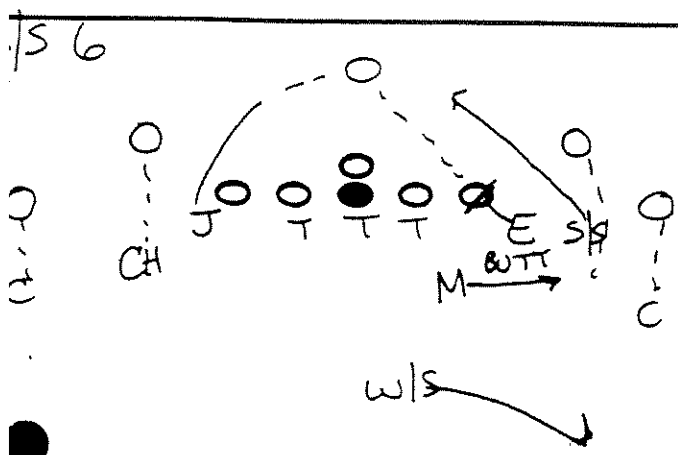
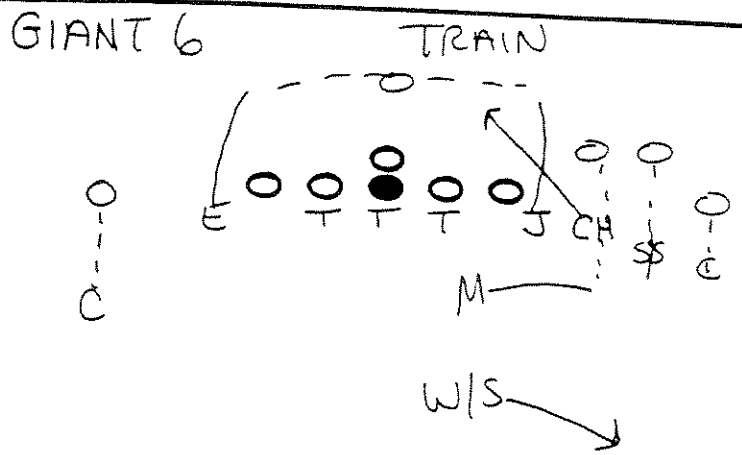
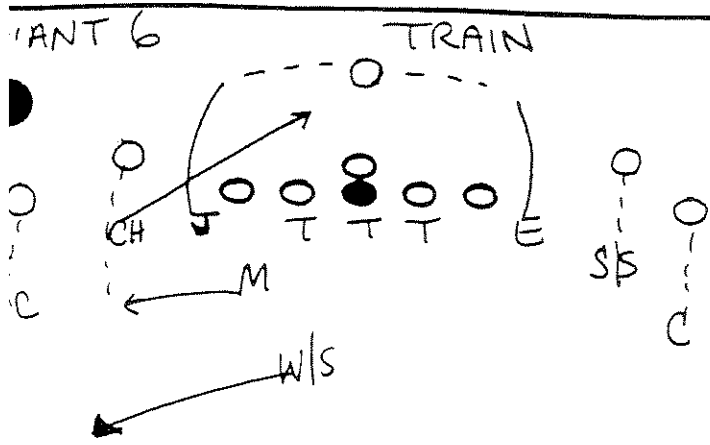
WITH 3-1-1 PERSONNEL (3 WR'S) - S/S STAYS OVER THE WEAK TACKLE, AND CHARLEY LINES UP ON 3RD WR.

WITH 40-1 PERSONNEL (4 WR'S) - CHARLEY LINES UP ON #2 STR VS. ORANGE AND #3 STR VS. TWIN OPEN

S/S LINES UP ON #2 WK VS. ORANGE AND #2 STR VS. TWIN OPEN.

# 46 NICKEL





SECONDARY NOTES  
TRAINING CAMP

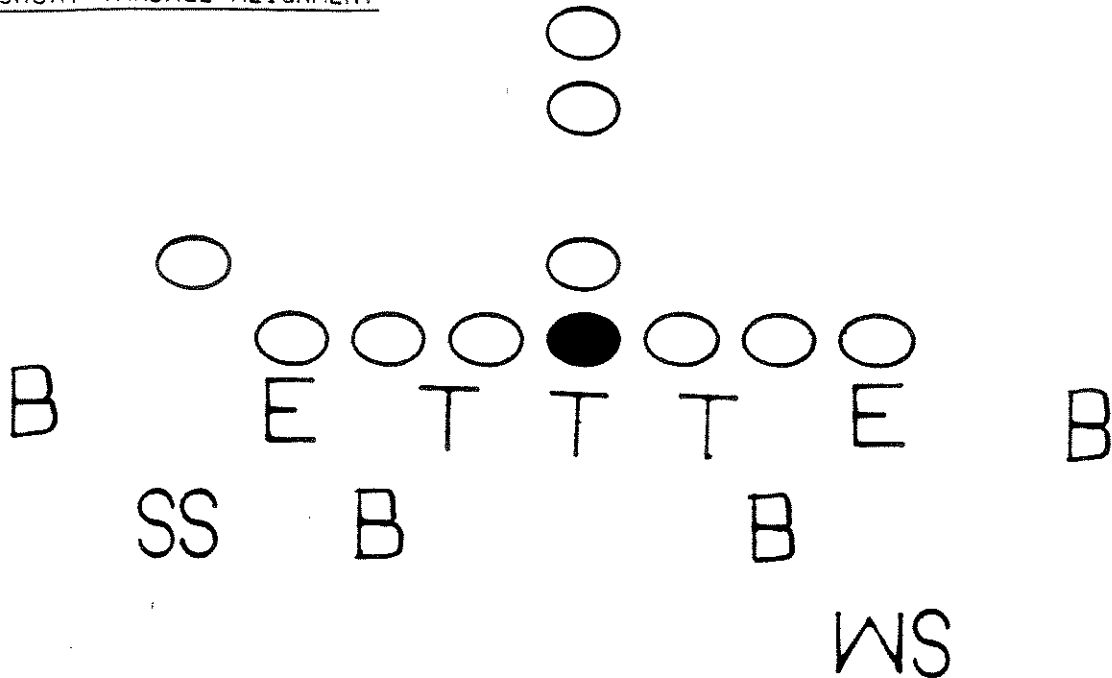
Handwritten notes on lined paper, organized into three sections by binder holes on the left margin.

**Section 1 (Top):** Contains approximately 15 horizontal lines of handwriting, mostly illegible due to blurring. The text appears to be a list or series of notes.

**Section 2 (Middle):** Contains approximately 15 horizontal lines of handwriting, mostly illegible due to blurring. The text appears to be a list or series of notes.

**Section 3 (Bottom):** Contains approximately 15 horizontal lines of handwriting, mostly illegible due to blurring. The text appears to be a list or series of notes.

46 SHORT YARDAGE ALIGNMENT



\*\*\*SUBSTITUTION: 1 ADDITIONAL LINEBACKER AND 1 ADDITIONAL DEFENSIVE LINEMAN ENTER THE GAME. BOTH OF THE CORNERS LEAVE.  
NOTE: IF A WIDE RECEIVER IS IN, A CORNER WILL STAY AND MATCHUP, AND THE ADDITIONAL LINEBACKER WILL NOT COME IN.

DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE STRONG TIGHT END

STRONG TACKLE: OUTSIDE SHADE OF THE STRONG OFF. GUARD

NOSE TACKLE: HEAD UP WITH THE CENTER

WEAK TACKLE: OUTSIDE SHADE OF THE WEAK OFF. GUARD

WEAK END: HEAD UP WITH THE WEAK TIGHT END. NO TE, LINE UP 2 YARDS WIDE ON THE LO

LINEBACKERS

STRONG OUTSIDE LB: LINE UP 2 YARDS WIDE ON THE LOS

STRONG INSIDE LB: HEAD UP WITH STRONG OFF. TACKLE, 5 YARDS OFF THE LOS

WEAK INSIDE LB: HEAD UP WITH WEAK OFF. TACKLE, 5 YARDS OFF THE LOS

WEAK OUTSIDE LB: LINE UP 2 YARDS WIDE ON THE LOS

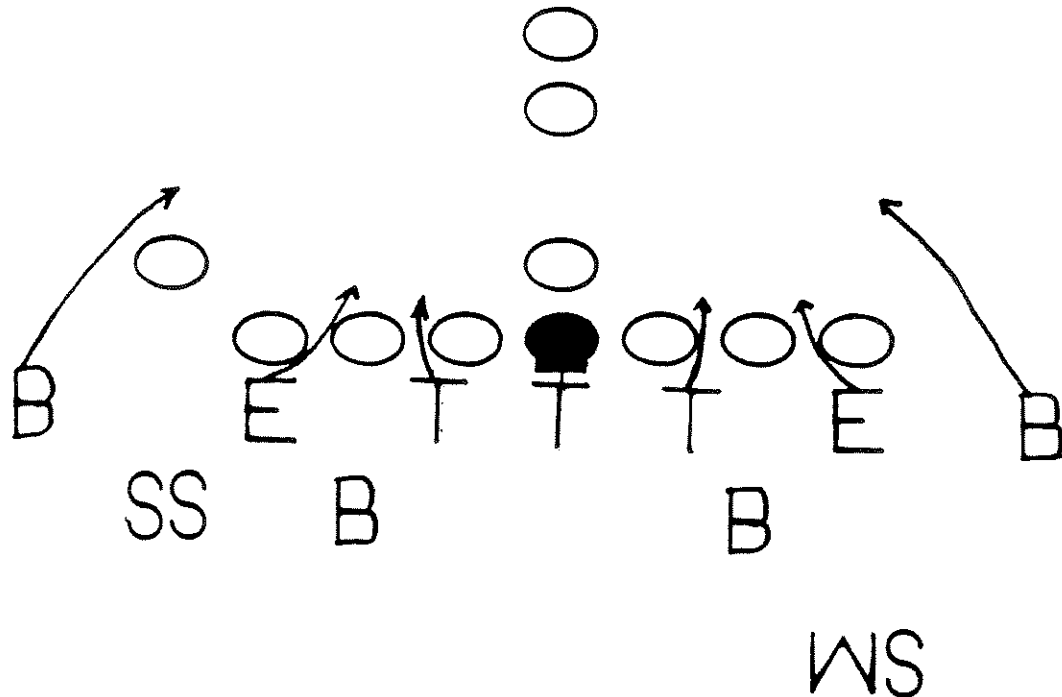
SECONDARY

STRONG SAFETY: HEAD UP ON THE WING, 5 YARDS OFF THE LOS

WEAK SAFETY: HEAD UP WITH THE WEAK TIGHT END, 7-8 YARDS OFF THE LOS

CORNER (IF WIDE RECEIVER IS IN): HEAD UP AND INSIDE THE WIDE RECEIVER

#### 46 SHORT YARDAGE-RUN RESPONSIBILITY



#### DEFENSIVE LINEMEN

STRONG END: SLANT HARD INSIDE INTO "C" GAP

STRONG TACKLE: PENETRATE HARD AND LOW THROUGH THE OUTSIDE SHOULDER OF OFF. GUARD

NOSE TACKLE: ATTACK AND 2 GAP THE CENTER

WEAK TACKLE: PENETRATE HARD AND LOW THROUGH THE OUTSIDE SHOULDER OF OFF. GUARD

WEAK END: SLANT HARD INSIDE INTO "C" GAP

#### LINEBACKERS

STRONG OUTSIDE LB: RUSH OUTSIDE CONTAINING THE FOOTBALL. IF THE WING BLOCKS DOWN FLATTEN DOWN THE LINE AND "WRONG ARM" THE LEAD BLOCKER AND MAKE THE BALL SPILL OUTSIDE. THE STRONG SAFETY WILL SCRAPE AROUND

STRONG INSIDE LB: KEY AND ATTACK THE BALL

WEAK INSIDE LB: KEY AND ATTACK THE BALL

WEAK OUTSIDE LB: RUSH OUTSIDE CONTAINING THE FOOTBALL

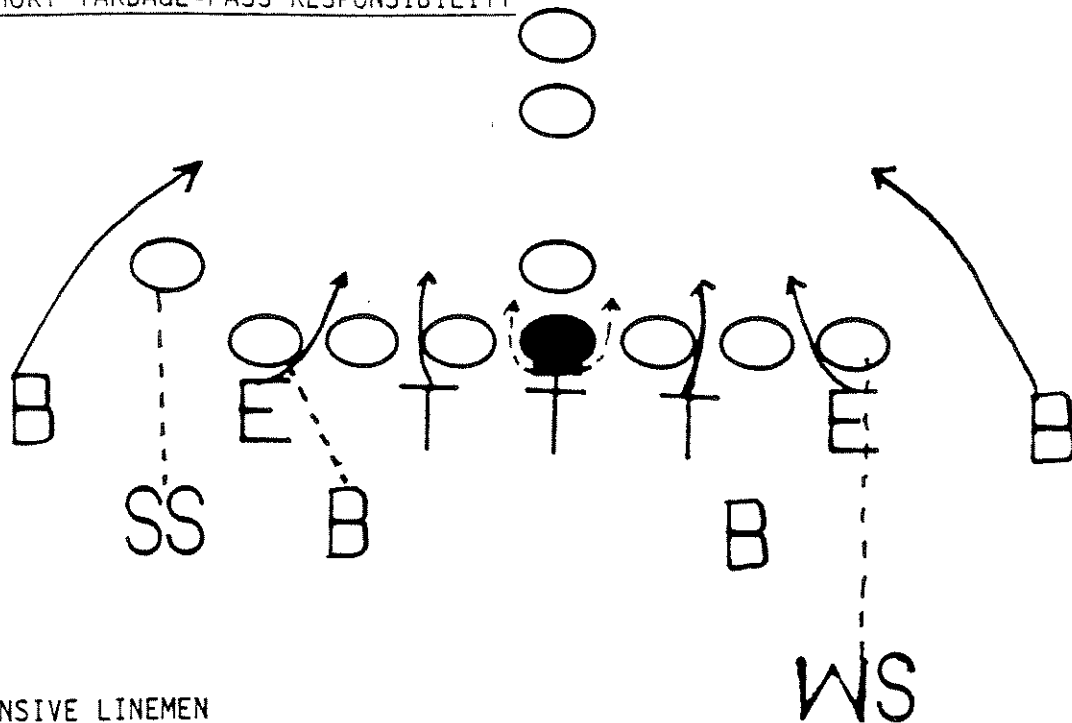
#### SECONDARY

STRONG SAFETY: KEY THE WING. IF THE WING BLOCKS DOWN, SCRAPE AROUND AND CONTAIN THE FOOTBALL

WEAK SAFETY: PLAY PASS FIRST. IF RUN, ATTACK THE BALL

CORNER (IF WIDE RECEIVER IS IN): PLAY PASS FIRST. IF RUN, ATTACK THE BALL

#### 46 SHORT YARDAGE-PASS RESPONSIBILITY



#### DEFENSIVE LINEMEN

STRONG END: SLANT HARD INSIDE INTO "C" GAP. NO COVERAGE RESPONSIBILITY

STRONG TACKLE: PENETRATE HARD AND LOW THROUGH THE OUTSIDE SHOULDER OF OFF. GUARD

NOSE TACKLE: ATTACK AND 2 GAP THE CENTER. IF PASS SHOWS, TAKE QUICKEST ROUTE TO C

WEAK TACKLE: PENETRATE HARD AND LOW THROUGH THE OUTSIDE SHOULDER OF OFF. GUARD

#### LINEBACKERS

STRONG OUTSIDE LB: RUSH OUTSIDE CONTAINING THE FOOTBALL. NO PICKUP UNLESS THE BACK CROSSES YOUR FACE, THEN TAKE HIM MAN-TO-MAN IN COVERAGE

STRONG INSIDE LB: MAN-TO-MAN COVERAGE ON STRONG TIGHT END. POSSIBLE ZEBRA OR THREE-WAY

WEAK INSIDE LB: MAN-TO-MAN COVERAGE ON 1ST BACK OUT WEAK OR STRONG. POSSIBLE ZEBRA OR THREE-WAY

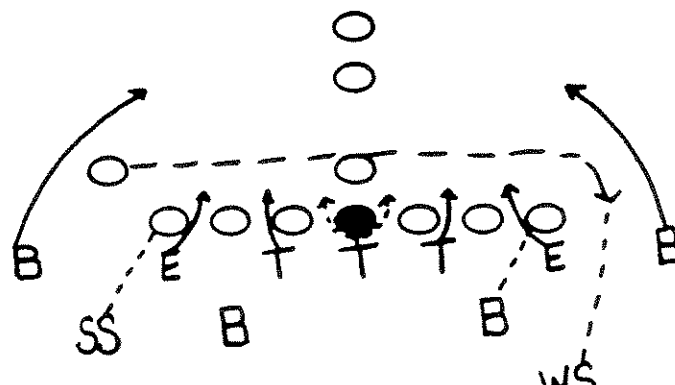
WEAK OUTSIDE LB: RUSH OUTSIDE CONTAINING THE FOOTBALL. NO PICKUP UNLESS THE BACK CROSSES YOUR FACE, THEN TAKE HIM MAN-TO-MAN IN COVERAGE

#### SECONDARY

STRONG SAFETY: MAN-TO-MAN COVERAGE ON THE WING. POSSIBLE ZEBRA OR THREE-WAY

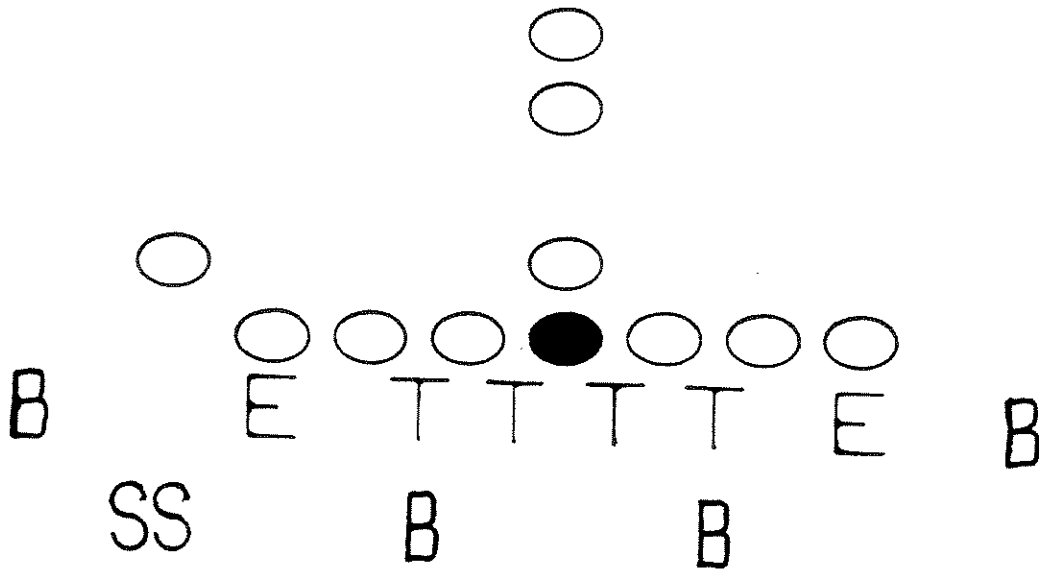
WEAK SAFETY: MAN-TO-MAN COVERAGE ON THE WEAK TIGHT END

CORNER (IF WIDE RECEIVER IS IN): MAN-TO-MAN COVERAGE ON WIDE RECEIVER





6-2 GOALLINE



\*\*\*SUBSTITUTION: 1 ADDITIONAL LINEBACKER AND 2 ADDITIONAL DEFENSIVE LINEMEN ENTER THE GAME. THE WEAK SAFETY AND BOTH CORNERS LEAVE.  
NOTE: IF A WIDE RECEIVER IS IN, A CORNER WILL STAY AND MATCHUP, AND THE ADDITIONAL LINEBACKER WILL NOT COME IN.

DEFENSIVE LINEMEN

STRONG END: HEAD UP WITH THE STRONG TIGHT END

TACKLES: LINE UP IN THE "A" AND "B" GAPS AND PENETRATE

WEAK END: HEAD UP WITH THE WEAK TIGHT END. NO TE, LINE UP 2 YDS. WIDE ON THE LOS

LINEBACKERS

STRONG OUTSIDE LB: LINE UP 2 YARDS WIDE, ON THE LOS

STRONG INSIDE LB: STACK BEHIND THE DT'S, 5 YDS. OFF LOS (ADJUST ALIGN. ON BACK SE

WEAK INSIDE LB: STACK BEHIND THE DT'S, 5 YDS. OFF LOS (ADJUST ALIGN. ON BACK SET)

WEAK OUTSIDE LB: LINE UP 2 YARDS WIDE, ON THE LOS

SECONDARY

STRONG SAFETY: HEAD UP ON THE WING, 5 YARDS OFF THE LOS

CORNER (IF WIDE RECEIVER IS IN): HEAD UP AND INSIDE THE WIDE RECEIVER

The diagram illustrates a neural network structure. It features three layers of nodes: an input layer at the bottom, a hidden layer in the middle, and an output layer at the top. The input layer consists of five nodes, with the second and fourth nodes from the left labeled 'E' and 'F' respectively. The hidden layer has five nodes, with the third node from the left being a solid black circle, while the others are open circles. The output layer has three nodes, all represented as open circles. Arrows indicate the flow of information from the input layer to the hidden layer, and from the hidden layer to the output layer. Specifically, arrows point from the first, second, third, and fourth input nodes to the first, second, third, and fourth hidden nodes. Similarly, arrows point from the second, third, and fourth hidden nodes to the first, second, and third output nodes. Additionally, there are curved arrows pointing from the first and fifth input nodes towards the top corners of the diagram. Labels 'SS' and 'B' are positioned below the first and fourth input nodes, respectively. Labels 'B' are also placed below the first and fourth hidden nodes.

STRONG END: HAS THE STRONG TIGHT END MAN-TO-MAN

WEAK END: HAS THE WEAK TIGHT END MAN-TO-MAN

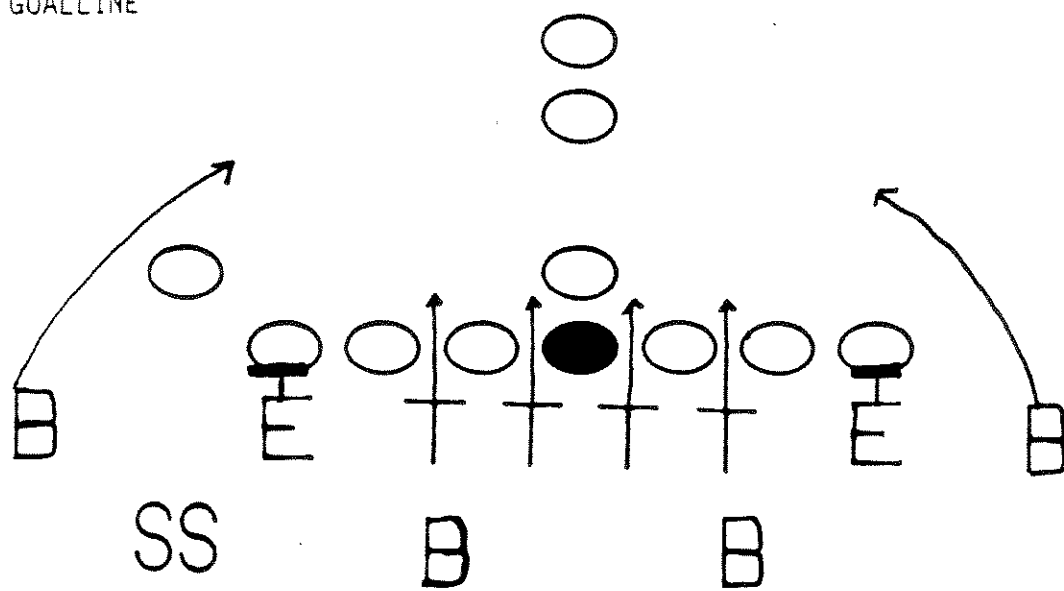
STRONG OUTSIDE LB: RUSH FROM OUTSIDE, CONTAINING THE FOOTBALL. NO PICKUP UNLESS THE BACK CROSSES YOUR FACE, THEN TAKE HIM MAN-TO-MAN IN COVERAGE

WEAK INSIDE LB: MAN-TO-MAN COVERAGE ON 1ST BACK WEAK OR 2ND BACK STRONG.  
POSSIBLE ZEBRA OR THREE-WAY WITH THE STRONG INSIDE LINEBACKER  
AND STRONG SAFETY

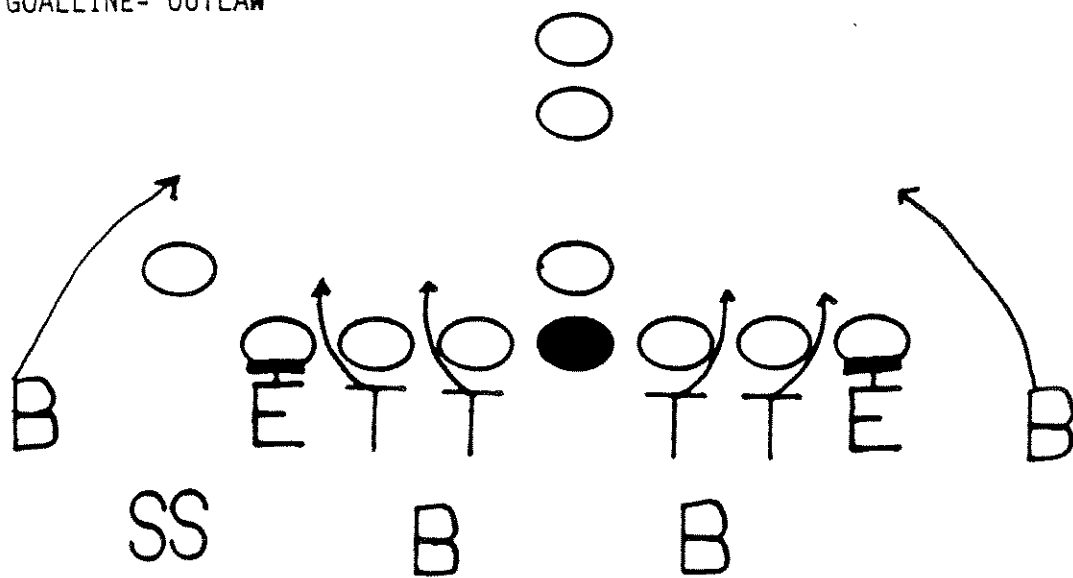
WEAK OUTSIDE LB: RUSH FROM OUTSIDE, CONTAINING THE FOOTBALL. NO PICKUP UNLESS THE BACK CROSSES YOUR FACE, THEN TAKE HIM MAN-TO-MAN IN COVERAGE

STRONG SAFETY: MAN-TO-MAN COVERAGE ON THE WING. POSSIBLE ZEBRA OR THREE-WAY WITH THE LINEBACKERS

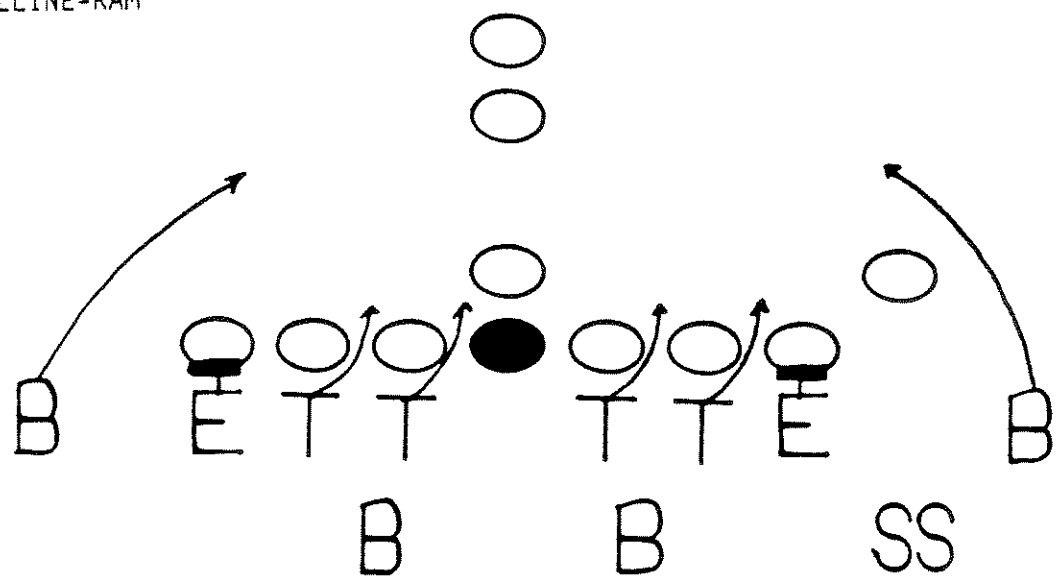
# 6-2 GOALLINE



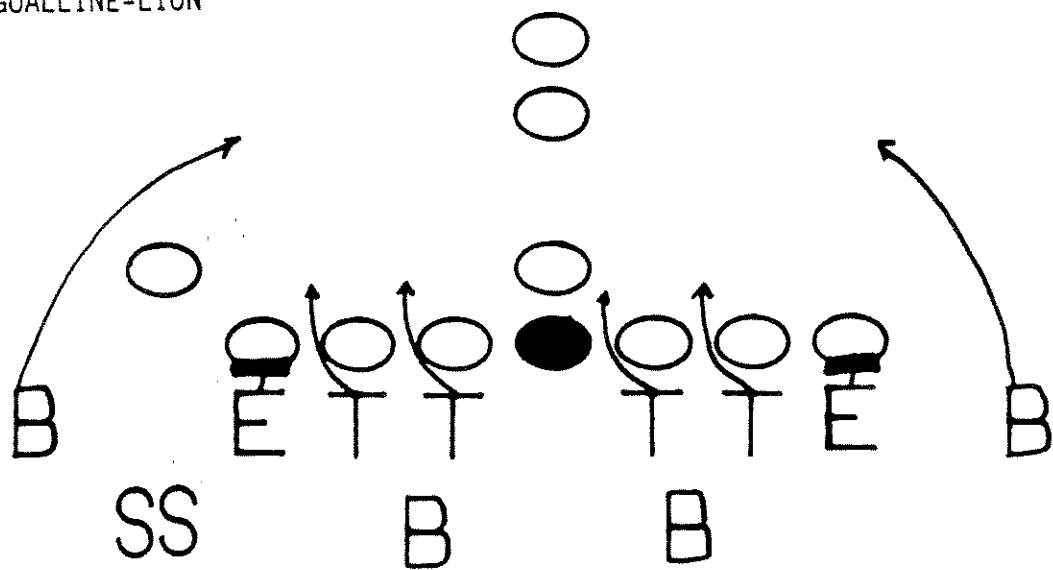
## 6-2 GOALLINE- OUTLAW



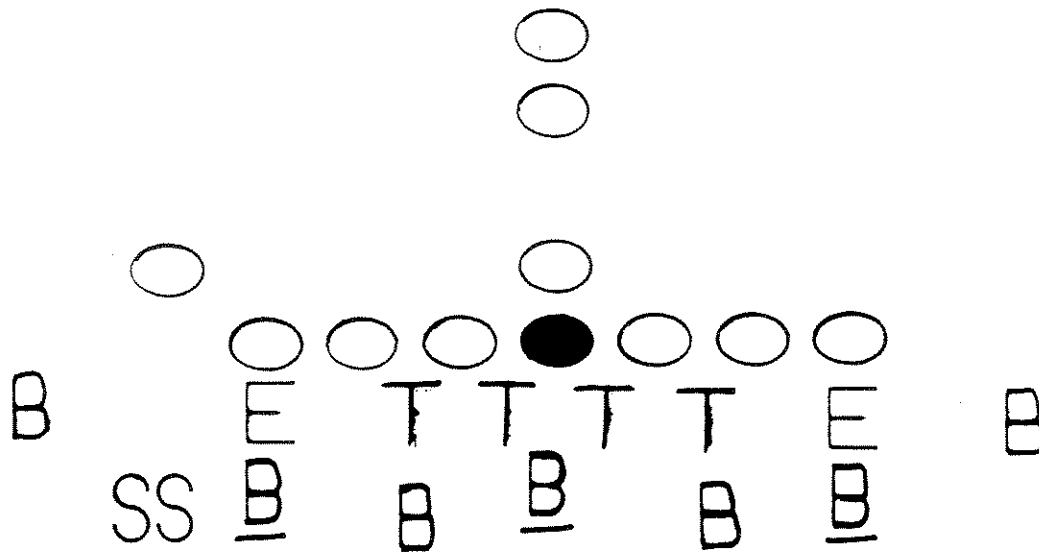
6-2 GOALLINE-RAM



6-2 GOALLINE-LION



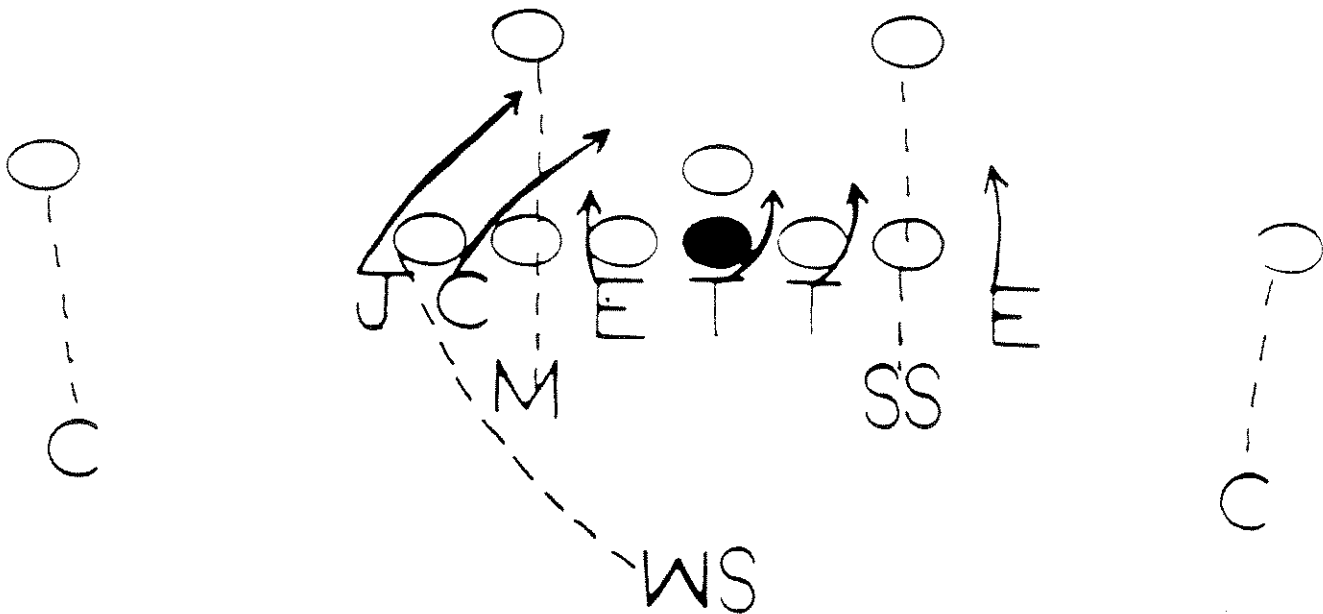
POLISH GOALLINE



\*\*\*THREE EXTRA LINEBACKERS GO INTO THE GAME.

SITUATION: THE OPPONENT IS INSIDE THE 5 YARD LINE GOING IN TO SCORE. THERE IS LESS THAN 15 SECONDS LEFT. WE WANT TO STOP THEIR OFFENSE FROM SCORING AND IN THE PROCESS, WE WANT TO RUN THE CLOCK DOWN TO WHERE THEY HAVE ENOUGH TIME FOR JUST ONE PLAY. SO, WE WILL STOP THEM, GET PENALIZED HALF THE DISTANCE TO THE GOAL, BUT LEAVE THEM WITH ENOUGH TIME TO RUN ONE PLAY. WE WILL THEN GO BACK TO OUR REGULAR GOALLINE DEFENSE AND STOP THEM TO WIN THE GAME.

COVERAGE: HAMBURGER BLITZ



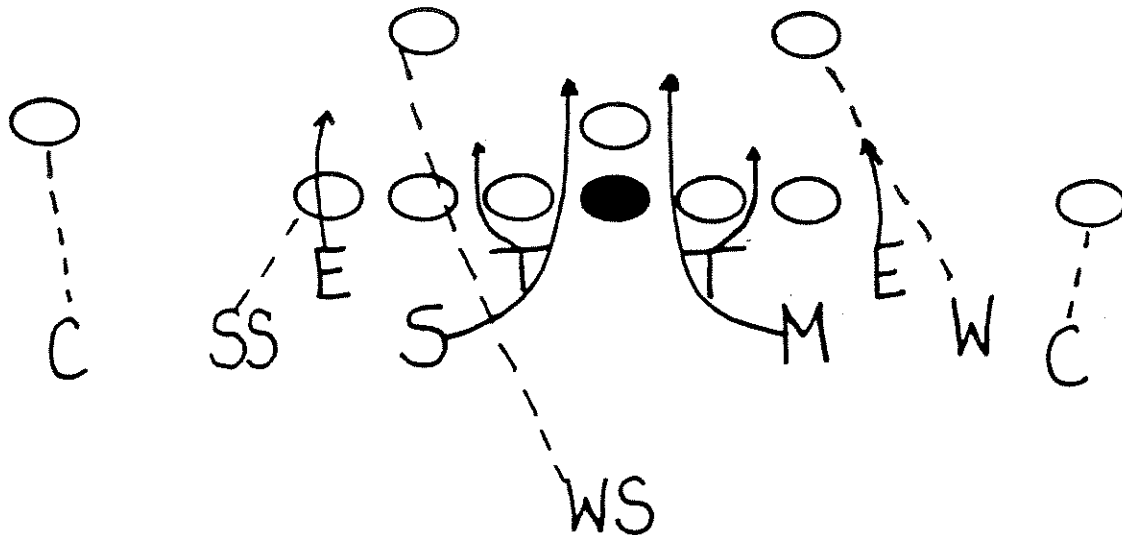
STRONG END: NORMAL 46 READ, WORKING TO STRONG B GAP RUSH IF PASS SHOWS  
NOSE TACKLE: NORMAL 46 READ, WORKING TO WEAK A GAP RUSH IF PASS SHOWS  
WEAK TACKLE: NORMAL 46 READ, WORKING TO WEAK B GAP RUSH IF PASS SHOWS  
WEAK END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

JACK (LEFT LB): BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL  
CHARLEY (RIGHT LB): BLITZ INSIDE THE TIGHT END, TAKING INSIDE OF BACK IF HE BLOCS  
MIKE (MIDDLE LB): MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

STRONG CORNER: ~~MAN-TO-MAN~~ PICKUP (HARD INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: ~~MAN-TO-MAN~~ PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY  
WEAK SAFETY: ~~MAN-TO-MAN~~ PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY  
WEAK CORNER: ~~MAN-TO-MAN~~ PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: 4-4

COVERAGE: 50 BLITZ



DEFENSIVE LINEMEN:

STRONG END: CONTAIN RUSH

STRONG TACKLE: OUTSIDE, "B" GAP RUSH

WEAK TACKLE: OUTSIDE, "B" GAP RUSH

WEAK END: CONTAIN RUSH

LINEBACKERS:

SAM: BLITZ "A" GAP STRONG-SIDE

MIKE: BLITZ "A" GAP WEAK-SIDE

WILL: BLITZ COVERAGE ON #2 WEAK

SECONDARY:

STRONG CORNER: BLITZ COVERAGE ON WIDE RECEIVER

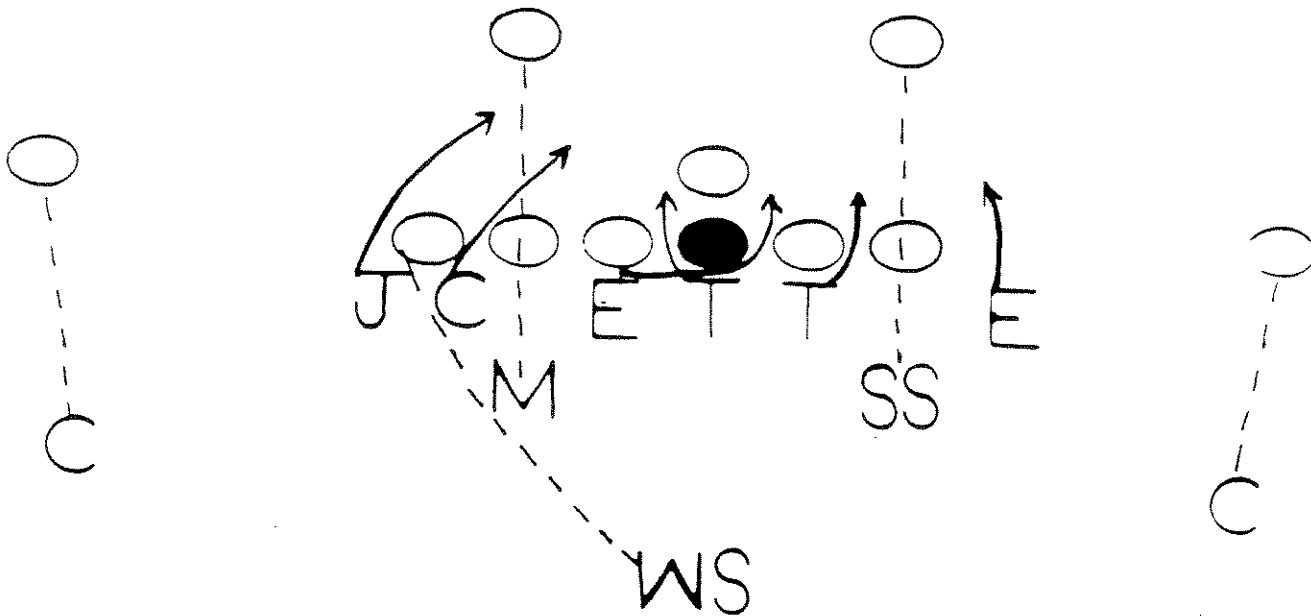
STRONG SAFETY: BLITZ COVERAGE ON TE OR ZEBRA WITH W/S

WEAK SAFETY: BLITZ COVERAGE ON #3 OR ZEBRA WITH S/S

WEAK CORNER: BLITZ COVERAGE ON WIDE RECEIVER

FRONT: 46

COVERAGE: CHEESEBURGER BLITZ



#### DEFENSIVE LINEMEN

STRONG END: STEP UP AND LOOP BEHIND THE NOSE TACKLE, HITTING WEAK A GAP  
NOSE TACKLE: RIP THRU THE STRONG SIDE OF CENTER, HITTING STRONG A GAP  
WEAK TACKLE: RIP THRU THE OUTSIDE OF WEAK OFF. GUARD, HITTING WEAK B GAP  
WEAK END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

#### LINEBACKERS

JACK (LEFT LB): BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL  
CHARLEY (RIGHT LB): BLITZ INSIDE THE TIGHT END, TAKING THE INSIDE OF BACK IF HE BLOCKS  
MIKE (MIDDLE LB): MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

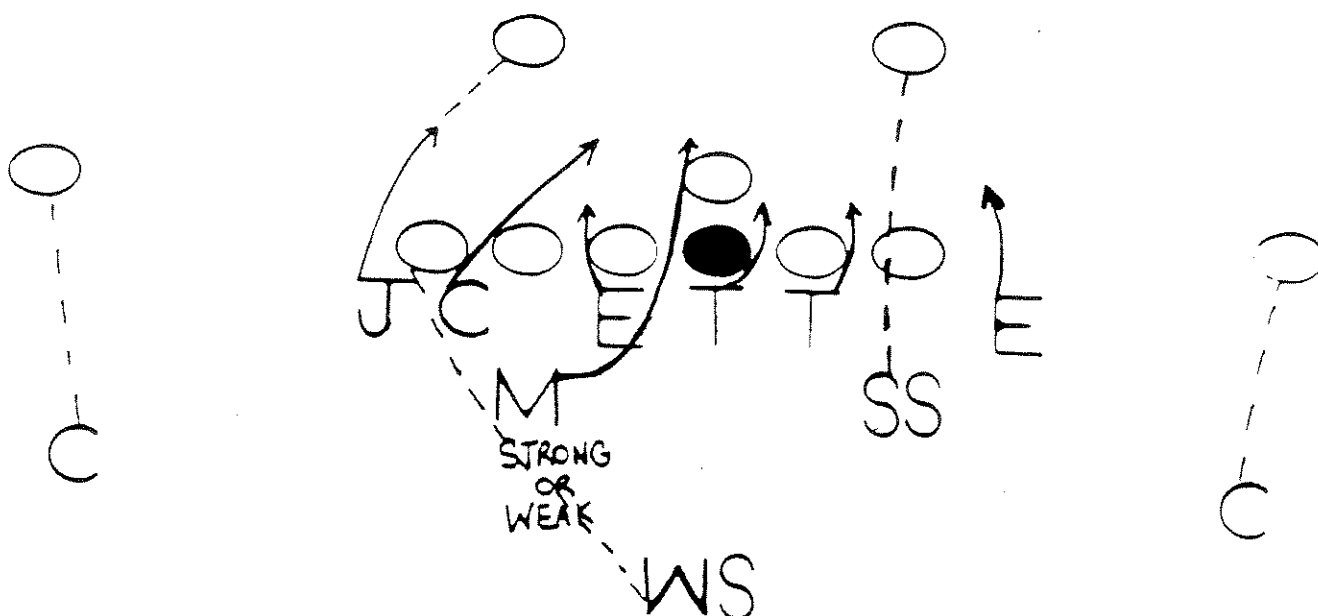
#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY  
WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY  
WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER



FRONT: 46

COVERAGE: 59 BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE OUTSIDE OF THE STRONG OFF. GUARD, HITTING STRONG B GAP  
NOSE TACKLE: RIP THRU THE WEAK OR STRONG SIDE OF CENTER, DEPENDING ON CALL  
WEAK TACKLE: RIP THRU THE OUTSIDE OF THE WEAK OFF. GUARD, HITTING WEAK B GAP  
WEAK END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

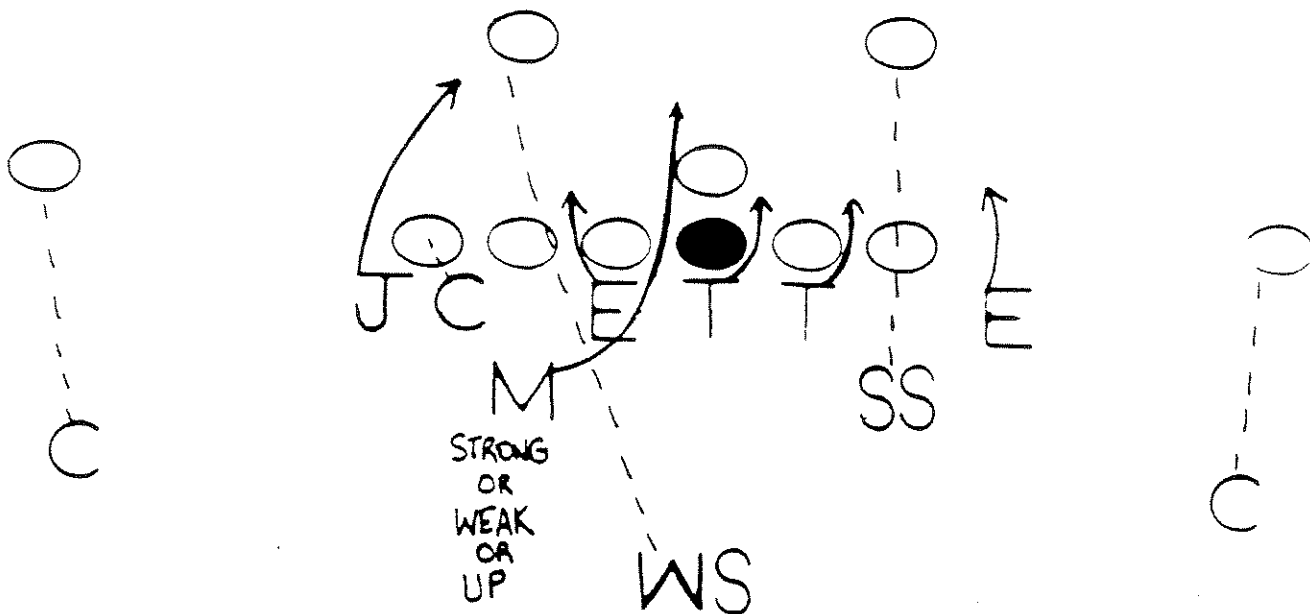
#### LINEBACKERS

JACK (LEFT LB): BLITZ PICKUP FROM OUTSIDE ON #3 STRONG, CONTAINING THE FOOTBALL  
CHARLEY (RIGHT LB): BLITZ INSIDE THE TIGHT END, TAKING THE INSIDE OF BACK IF HE BLOCKS  
MIKE (MIDDLE LB): BLITZ THRU THE STRONG OR WEAK A GAP, DEPENDING ON CALL

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA  
WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA  
WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

COVERAGE: WIRE BLIND



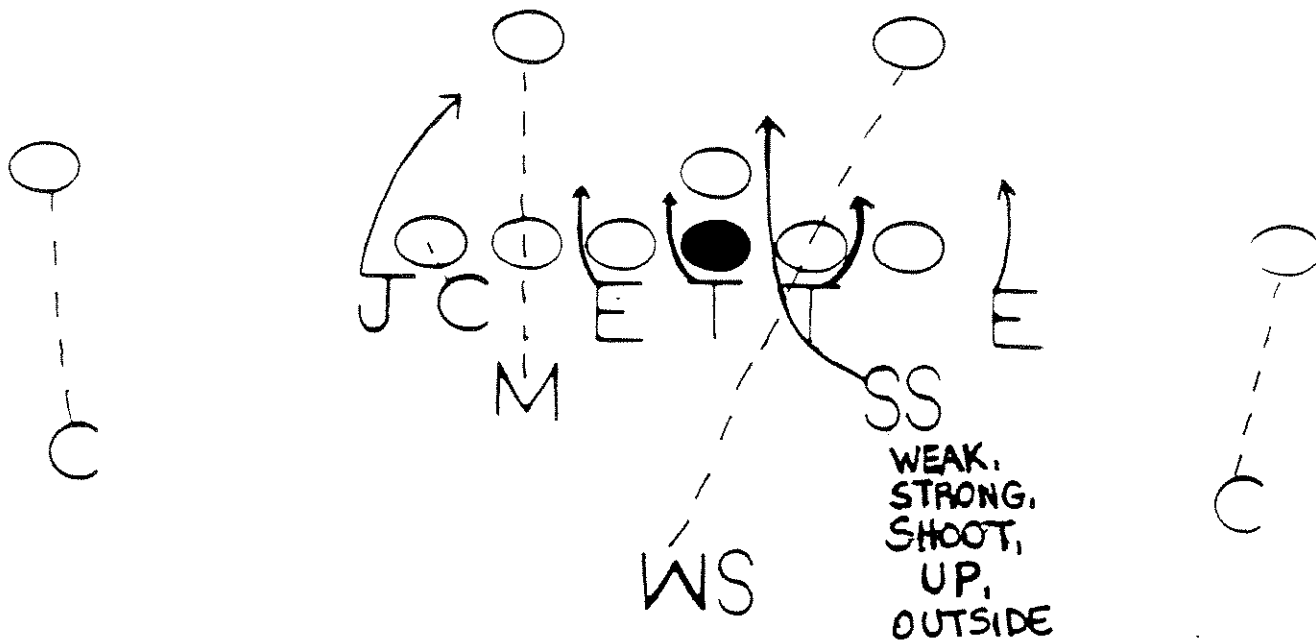
STRONG END: RIP THRU THE INSIDE OR OUTSIDE OF STRONG OFF. GUARD, DEPENDING ON CALL  
NOSE TACKLE: RIP THRU THE WEAK OR STRONG SIDE OF CENTER, DEPENDING ON CALL  
WEAK TACKLE: RIP THRU THE OUTSIDE OF THE WEAK OFF. GUARD, HITTING WEAK B GAP  
WEAK END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

JACK (LEFT LB): BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL  
CHARLEY (RIGHT LB): MAN-TO-MAN PICKUP ON TIGHT END. POSSIBLE ZEBRA OR THREE-WAY  
MIKE (MIDDLE LB): BLITZ THRU THE WEAK A, STRONG A, B, OR C GAP, DEPENDING ON CALL

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY  
WEAK SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY  
WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: 46

COVERAGE: STRONG SAFETY BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE OUTSIDE OF THE STRONG OFF. TACKLE, HITTING STRONG B GAP  
NOSE TACKLE: RIP THRU THE STRONG SIDE OF CENTER, HITTING STRONG A GAP  
WEAK TACKLE: RIP THRU THE INSIDE OR OUTSIDE OF WEAK OFF. GUARD, DEPENDING ON CALL  
WEAK END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

#### LINEBACKERS

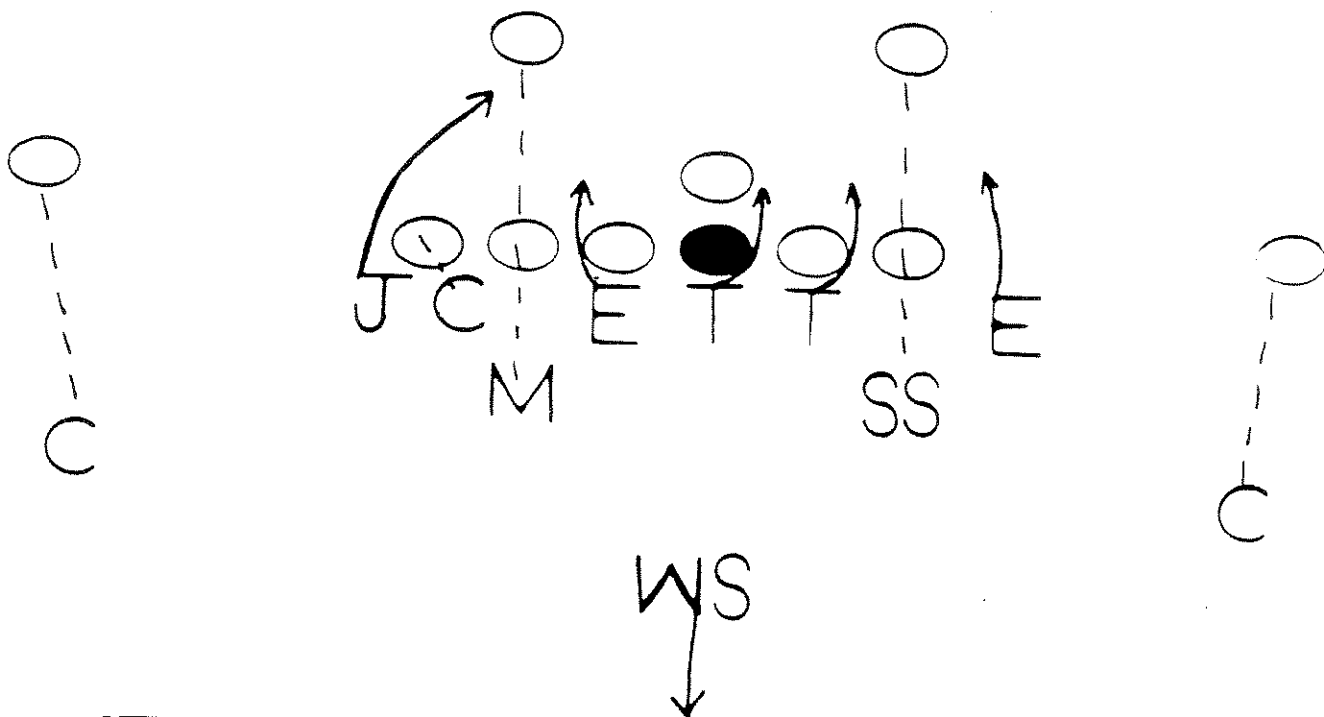
JACK (LEFT LB): BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL  
CHARLEY (RIGHT LB): MAN-TO-MAN PICKUP ON TIGHT END. POSSIBLE ZEBRA OR THREE-WAY  
MIKE (MIDDLE LB): MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: BLITZ THRU THE WEAK A, B, OR C GAP, DEPENDING ON CALL  
WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY  
WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: 46

COVERAGE: BLITZ SINGLE



#### DEFENSIVE LINEMEN

STRONG END: NORMAL 46 READ, HITTING STRONG B GAP IF PASS SHOWS  
NOSE TACKLE: NORMAL 46 READ, HITTING WEAK A GAP IF PASS SHOWS  
WEAK TACKLE: NORMAL 46 READ, HITTING WEAK B GAP IF PASS SHOWS  
WEAK END: NORMAL UPFIELD RUSH, CONTAINING THE FOOTBALL

#### LINEBACKERS

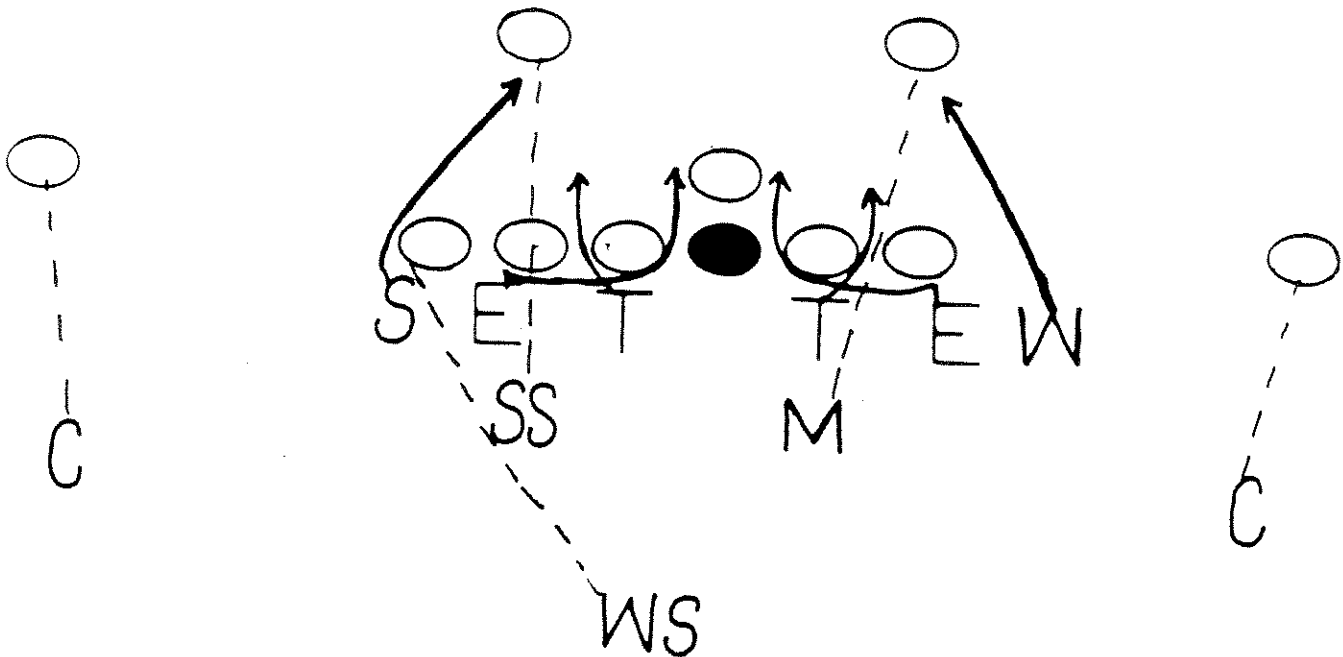
JACK (LEFT LB): BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL  
CHARLEY (RIGHT LB): MAN-TO-MAN PICKUP ON TIGHT END. POSSIBLE ZEBRA OR THREE-WAY  
MIKE (MIDDLE LB): MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY  
WEAK SAFETY: FREE-UP AND PLAY THE HOLE TO PROVIDE HELP ON THE DEEP POST  
WEAK CORNER: MAN-TO-MAN PICKUP (INSIDE) ON WIDE RECEIVER

FRONT: 4-3 (10)

COVERAGE: TWIST 40 BLITZ



#### DEFENSIVE LINEMEN

STRONG END: STEP UP AND LOOP BEHIND THE STRONG TACKLE, HITTING THRU STRONG A GAP

STRONG TACKLE: RIP THRU THE OUTSIDE OF THE STRONG OFF. GUARD THRU STRONG B GAP

WEAK TACKLE: RIP THRU THE OUTSIDE OF THE WEAK OFF. GUARD THRU WEAK B GAP

WEAK END: STEP UP AND LOOP BEHIND THE WEAK TACKLE, HITTING THE WEAK A GAP

#### LINEBACKERS

SAM: BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL

MIKE: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WILL: BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

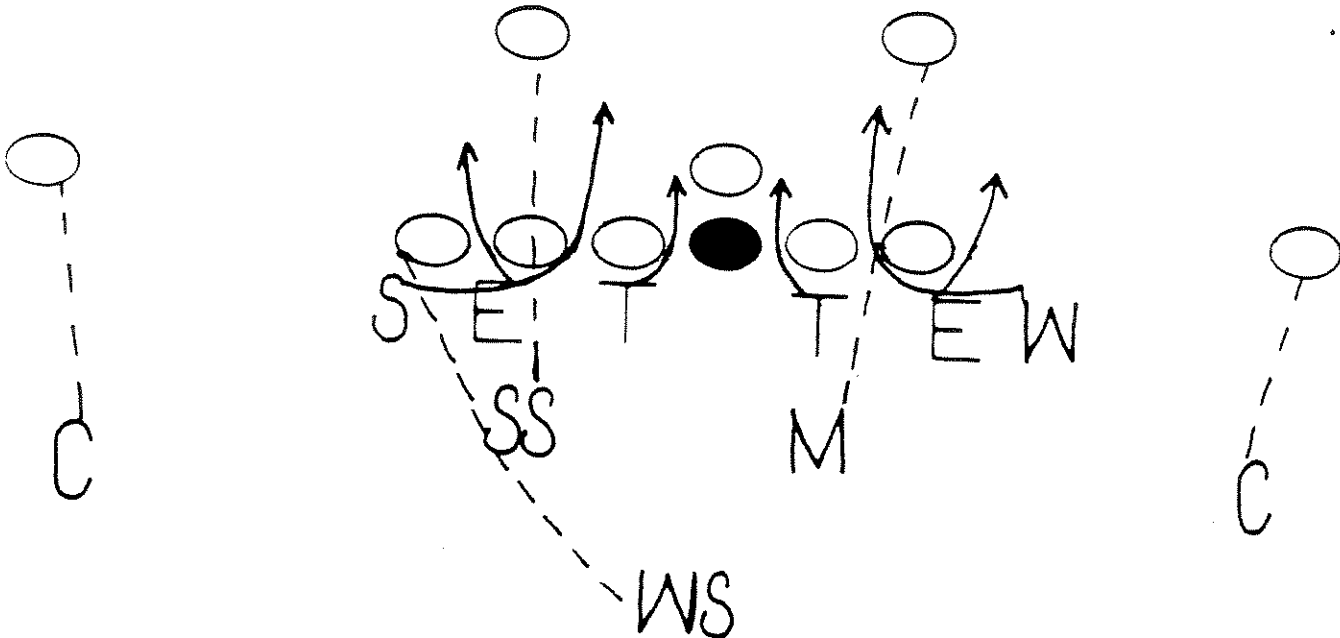
STRONG SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: 4-3 (10)

COVERAGE: SHOOT 40 BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE OUTSIDE OF STRONG OFF. TACKLE, CONTAINING THE FOOTBALL

STRONG TACKLE: RIP THRU THE INSIDE OF STRONG OFF. GUARD, HITTING STRONG A GAP

WEAK TACKLE: RIP THRU THE INSIDE OF WEAK OFF. GUARD, HITTING WEAK A GAP

WEAK END: RIP THRU THE OUTSIDE OF WEAK OFF. TACKLE, CONTAINING THE FOOTBALL

#### LINEBACKERS

SAM: BLITZ UNDER THE STRONG END, SHOOTING THRU THE STRONG B GAP

MIKE: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WILL: BLITZ UNDER THE WEAK END, SHOOTING THRU THE WEAK B GAP

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

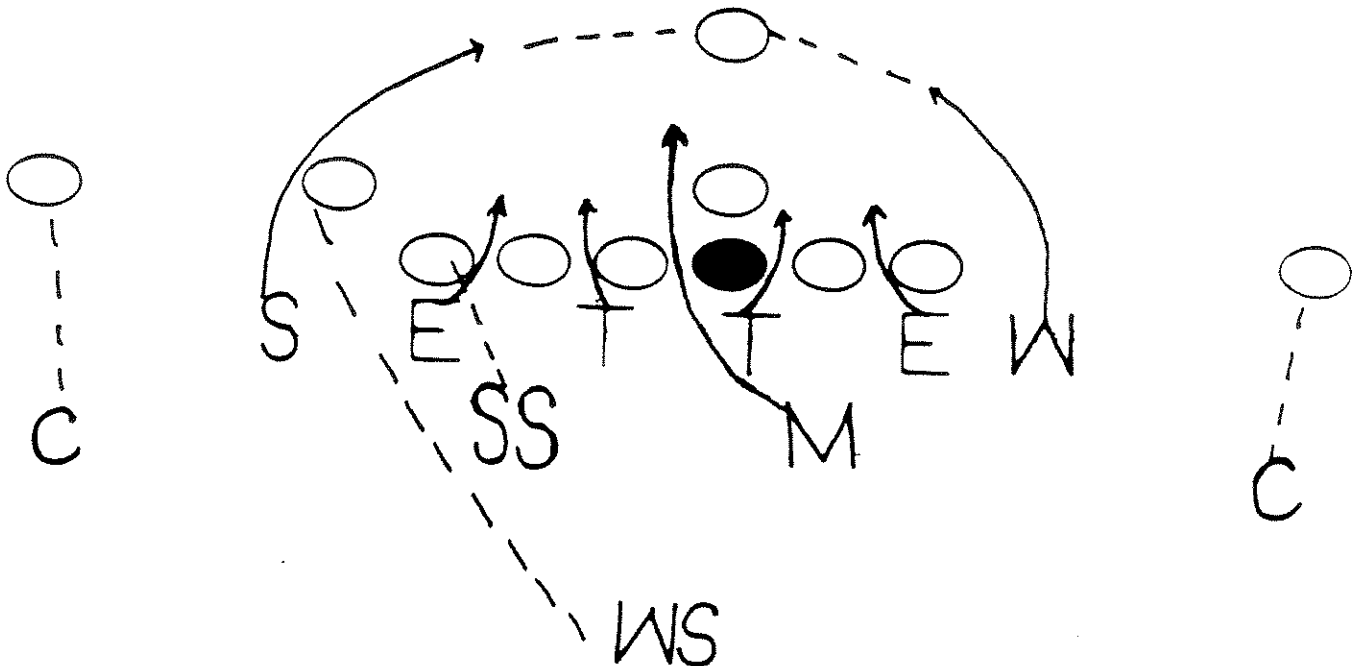
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: OVER (10)

COVERAGE: SCHOOLYARD BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE INSIDE OF TIGHT END, HITTING STRONG C GAP

STRONG TACKLE: RIP THRU THE OUTSIDE OF STRONG OFF. GUARD, HITTING STRONG B GAP

WEAK TACKLE: RIP THRU THE WEAK SIDE OF CENTER, HITTING WEAK A GAP

WEAK END: RIP THRU THE INSIDE OF WEAK OFF. TACKLE, HITTING WEAK B GAP

#### LINEBACKERS

SAM: BLITZ PICKUP FROM THE OUTSIDE, CONTAINING THE FOOTBALL

MIKE: BLITZ THRU THE STRONG A GAP

WILL: BLITZ PICKUP FROM THE OUTSIDE, CONTAINING THE FOOTBALL

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

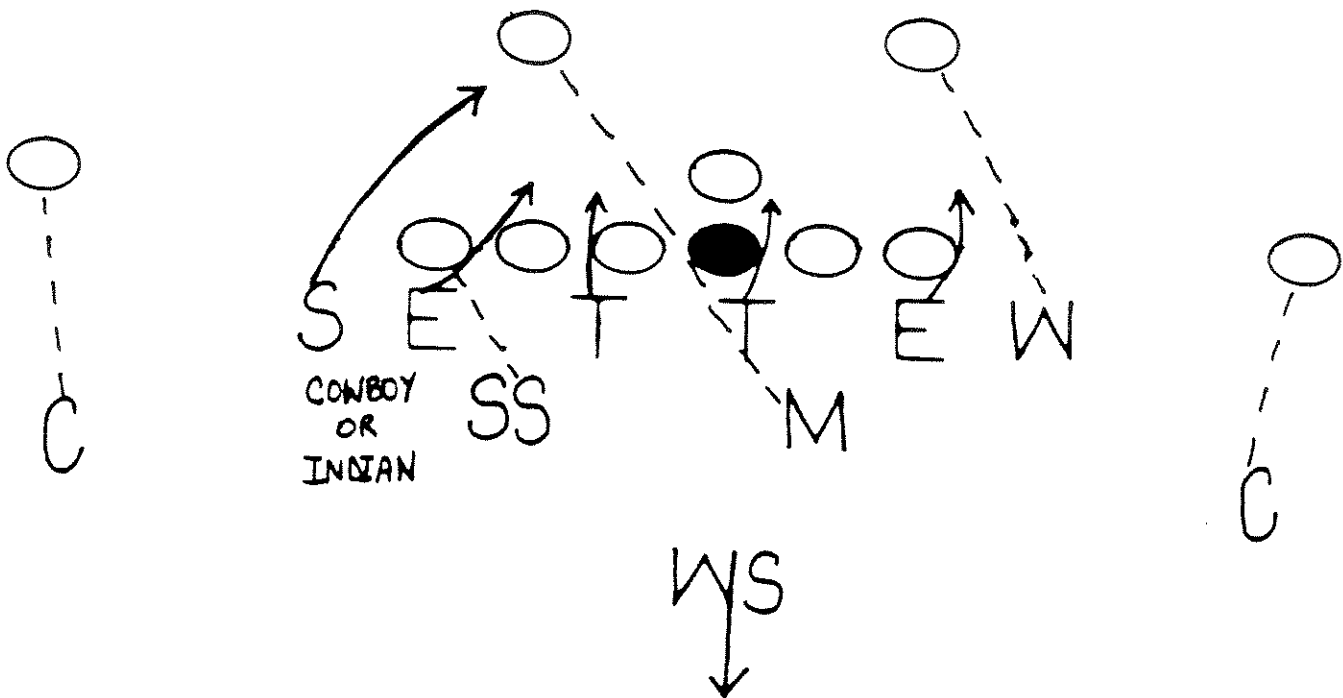
STRONG SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA

WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: OVER (10)

COVERAGE: SAM BLITZ SINGLE



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE INSIDE OR OUTSIDE OF TIGHT END, DEPENDING ON CALL

STRONG TACKLE: RIP THRU THE OUTSIDE OF THE STRONG OFF. GUARD, HITTING STRONG B GAP

WEAK TACKLE: RIP THRU THE WEAK SIDE OF CENTER, HITTING WEAK A GAP

WEAK END: RIP THRU THE OUTSIDE OF WEAK OFF. TACKLE, CONTAINING THE FOOTBALL

#### LINEBACKERS

SAM: BLITZ FROM THE OUTSIDE OR UNDER THE STRONG END, DEPENDING ON CALL

MIKE: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WILL: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (INSIDE) ON WIDE RECEIVER

STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

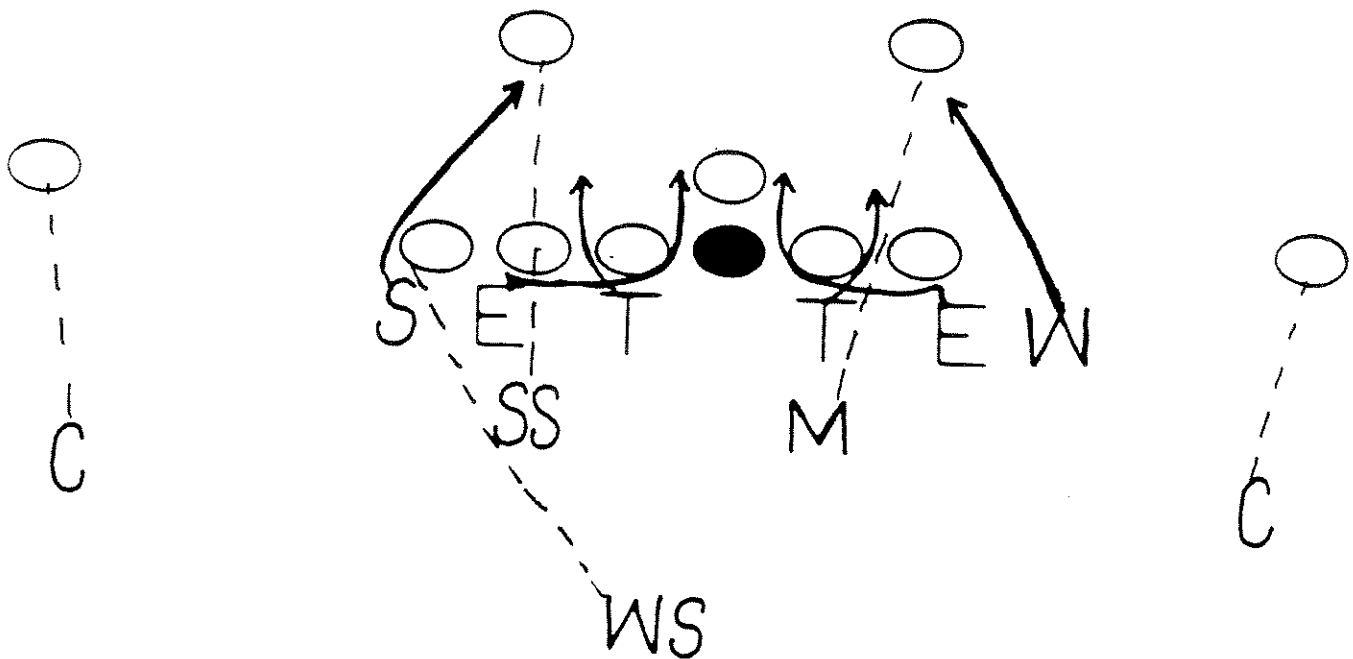
WEAK SAFETY: FREE-UP AND PLAY THE HOLE TO PROVIDE HELP ON THE DEEP POST

WEAK CORNER: MAN-TO-MAN PICKUP (INSIDE) ON WIDE RECEIVER



FRONT: 4-3 (10)

COVERAGE: TWIST 40 BLITZ



#### DEFENSIVE LINEMEN

STRONG END: STEP UP AND LOOP BEHIND THE STRONG TACKLE, HITTING THRU STRONG A GAP

STRONG TACKLE: RIP THRU THE OUTSIDE OF THE STRONG OFF. GUARD THRU STRONG B GAP

WEAK TACKLE: RIP THRU THE OUTSIDE OF THE WEAK OFF. GUARD THRU WEAK B GAP

WEAK END: STEP UP AND LOOP BEHIND THE WEAK TACKLE, HITTING THE WEAK A GAP

#### LINEBACKERS

SAM: BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL

MIKE: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

WILL: BLITZ FROM THE OUTSIDE, CONTAINING THE FOOTBALL

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

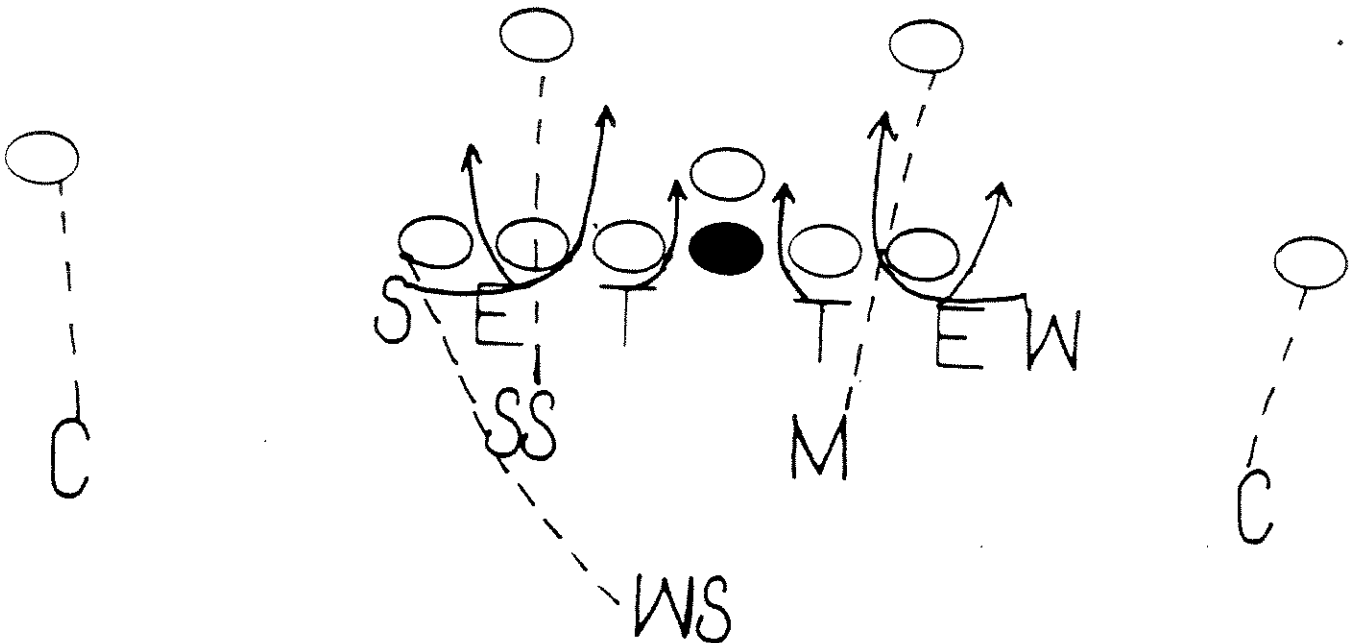
STRONG SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: 4-3 (10)

COVERAGE: SHOOT 40 BLITZ



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE OUTSIDE OF STRONG OFF. TACKLE, CONTAINING THE FOOTBALL  
STRONG TACKLE: RIP THRU THE INSIDE OF STRONG OFF. GUARD, HITTING STRONG A GAP  
WEAK TACKLE: RIP THRU THE INSIDE OF WEAK OFF. GUARD, HITTING WEAK A GAP  
WEAK END: RIP THRU THE OUTSIDE OF WEAK OFF. TACKLE, CONTAINING THE FOOTBALL

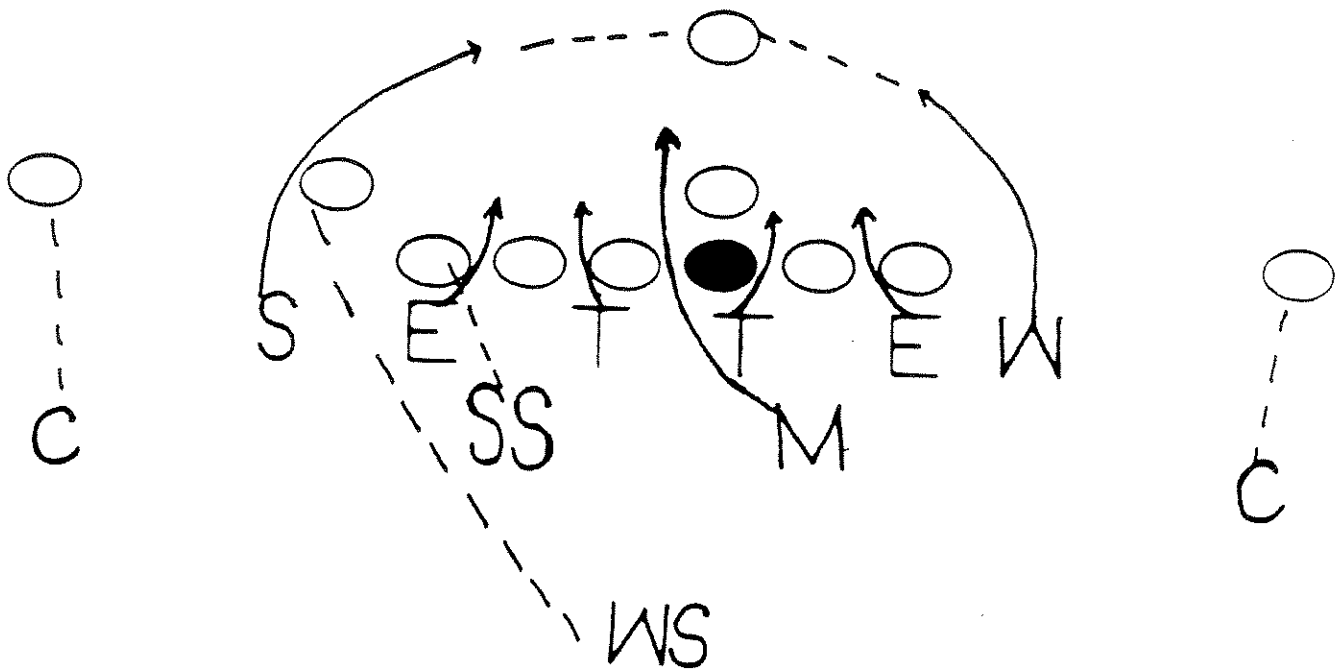
#### LINEBACKERS

SAM: BLITZ UNDER THE STRONG END, SHOOTING THRU THE STRONG B GAP  
MIKE: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY  
WILL: BLITZ UNDER THE WEAK END, SHOOTING THRU THE WEAK B GAP

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY  
WEAK SAFETY: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY  
WEAK CORNER: MAN-TO-MAN PICKUP (HARD INSIDE) ON WIDE RECEIVER

COVERAGE: SCHOOLYARD BLITZ



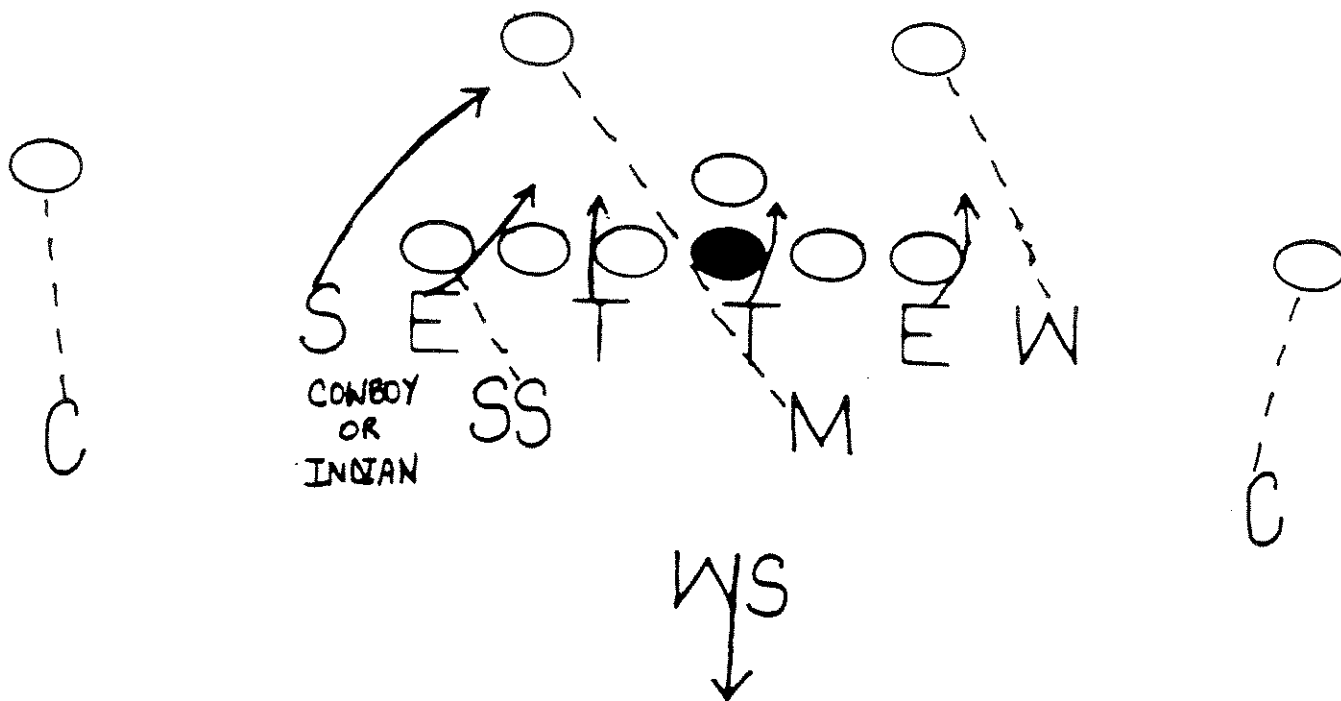
STRONG END: RIP THRU THE INSIDE OF TIGHT END, HITTING STRONG C GAP  
STRONG TACKLE: RIP THRU THE OUTSIDE OF STRONG OFF. GUARD, HITTING STRONG B GAP  
WEAK TACKLE: RIP THRU THE WEAK SIDE OF CENTER, HITTING WEAK A GAP  
WEAK END: RIP THRU THE INSIDE OF WEAK OFF. TACKLE, HITTING WEAK B GAP

SAM: BLITZ PICKUP FROM THE OUTSIDE, CONTAINING THE FOOTBALL  
MIKE: BLITZ THRU THE STRONG A GAP  
WILL: BLITZ PICKUP FROM THE OUTSIDE, CONTAINING THE FOOTBALL

STRONG CORNER: ~~MAN-TO-MAN~~ PICKUP (HARD INSIDE) ON WIDE RECEIVER  
STRONG SAFETY: ~~MAN-TO-MAN~~ PICKUP ON #3 STRONG. POSSIBLE ZEBRA  
WEAK SAFETY: ~~MAN-TO-MAN~~ PICKUP ON #2 STRONG. POSSIBLE ZEBRA  
WEAK CORNER: ~~MAN-TO-MAN~~ PICKUP (HARD INSIDE) ON WIDE RECEIVER

FRONT: OVER (10)

COVERAGE: SAM BLITZ SINGLE



#### DEFENSIVE LINEMEN

STRONG END: RIP THRU THE INSIDE OR OUTSIDE OF TIGHT END, DEPENDING ON CALL

STRONG TACKLE: RIP THRU THE OUTSIDE OF THE STRONG OFF. GUARD, HITTING STRONG B GAP

WEAK TACKLE: RIP THRU THE WEAK SIDE OF CENTER, HITTING WEAK A GAP

WEAK END: RIP THRU THE OUTSIDE OF WEAK OFF. TACKLE, CONTAINING THE FOOTBALL

#### LINEBACKERS

SAM: BLITZ FROM THE OUTSIDE OR UNDER THE STRONG END, DEPENDING ON CALL

MIKE: MAN-TO-MAN PICKUP ON #3 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WILL: MAN-TO-MAN PICKUP ON #2 WEAK. POSSIBLE ZEBRA OR THREE-WAY

#### SECONDARY

STRONG CORNER: MAN-TO-MAN PICKUP (INSIDE) ON WIDE RECEIVER

STRONG SAFETY: MAN-TO-MAN PICKUP ON #2 STRONG. POSSIBLE ZEBRA OR THREE-WAY

WEAK SAFETY: FREE-UP AND PLAY THE HOLE TO PROVIDE HELP ON THE DEEP POST

WEAK CORNER: MAN-TO-MAN PICKUP (INSIDE) ON WIDE RECEIVER